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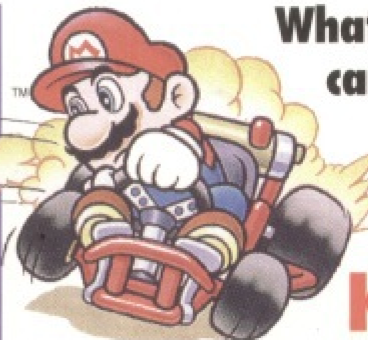
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FORMAT FACTS

There is more than one type of Nintendo system — and they aren't all compatible — so pay attention!

GB
Game boy
NES
8-bit Nintendo Entertainment System (UK & USA)
FAMICOM
8-bit Famicom System (Japan)
SNES
16-bit Super Nintendo Entertainment System (UK & USA)
SFC
16-bit Super Famicom System (Japan)

FORCE FINDER

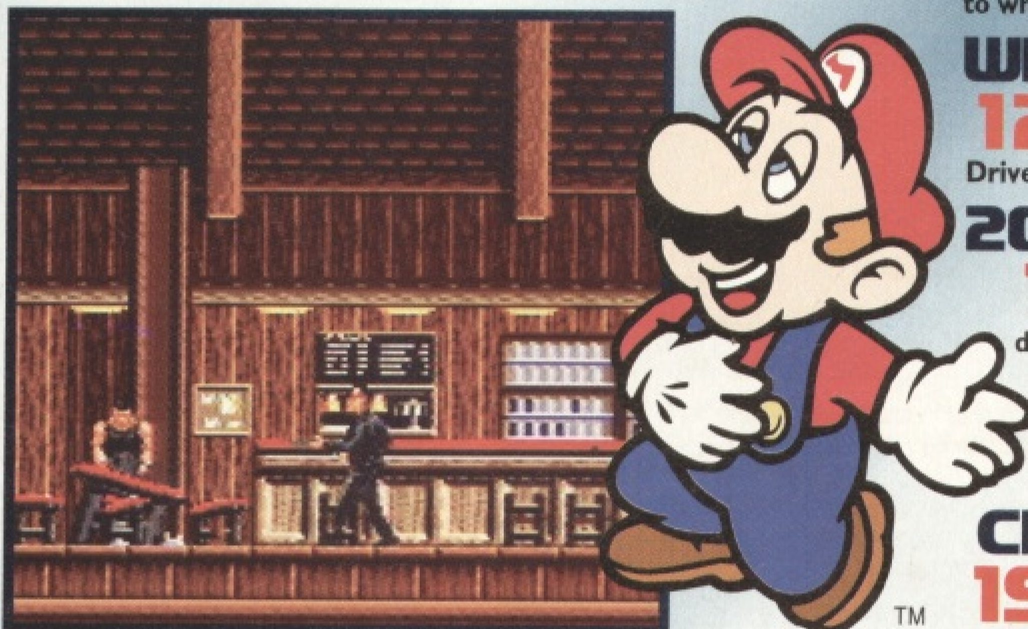
Every editorial page in N-FORCE is colour coded to help you find what you want — fast!

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MAY '93



FORCE FEATURES



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N-FORCE 100% FOR YOUR NINTENDO!

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START!

The N-FORCE NEWS NETWORK is buzzin' with pages of the latest news and previews. This month heralds a real breakthrough in multi-player gaming technology for the SNES, meanwhile a quick glance at our previews section confirms that it's a mad May even for normal games! Come in New York and Tokyo — this is... err... Ludlow calling...



THIS IS N-FORCE

Small world — wouldn't like to paint it — or so the saying goes down our house (in the middle of our street)

But it's true you know, the global village is getting that teeny bit smaller every month. Take the recent release of *StarWing* for instance — it can be yours for the altogether reasonable (Nintendo would probably claim giveaway) price of "just" £39.99.

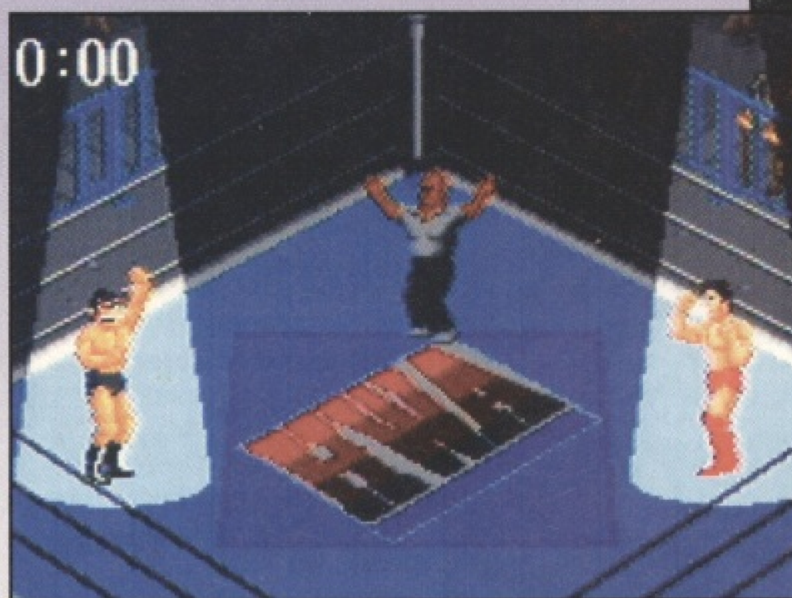
Compare and contrast this with the £110.00 some importers would have you pay for a Japanese copy of *StarFox*. Global releasing clearly isn't good news for everyone! But there you have it — It's a funny old world!



Tap Dancing!



One player games are okay, two player ones are better — but isn't five the nearest you can get to a SNES rave?



Ding ding! In the red corner we have a guy in red trunks and in the blue corner we have some dude in blue. Who's the bald git though?



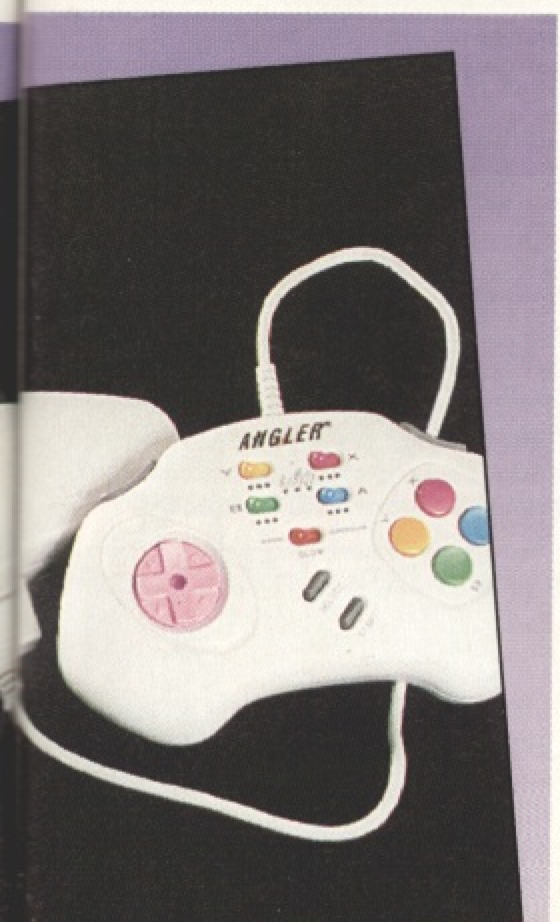
Late last year, Nintendo announced details of a SNES multi-player system allowing up to five controllers for specially designed games. Several companies quickly recognized the potential of this system and introduced various units.

Hudson's unit accepts four controllers plugged in side by side. Yonezawa 21 recently launched a much smaller multi-tap with two controllers at the front and room for two others — one at each side. Both adaptors hook up at either controller port, the fifth player plugs into the spare port.

But before you rush off to buy a multi-tap remember you have to have specially designed games and at the moment there aren't that many — even in Japan. There are two *Monopoly*-type games but they only share the two regular controllers so there's no real need for the tap. There are also a couple of quiz games, but these are written entirely in Japanese so they're no use to UK game fiends. So what's left? Just one right now — Human's *Super Fire Pro-Wrestling 2* (see review next issue) for up to four players.

SFPW2 is extremely popular in Japan — all shops have been sold out since December — and if you're a big pro-wrestling fan the game might be just what you're looking for. There are over 24 wrestlers to choose from with masses of special moves and no real rules — so if you





fight dirty this is right up your street!

Sounds pretty good, huh? But as you know the SNES can slow down when there's too much action on screen. And when it's calculating data for four separate players, each with their own special moves — even with graphics and sound effects this crude —the slow down is horrible — *Street Fighter II* this isn't!

Don't despair, there are a couple games in the works that could make a multi-tap a worthwhile investment: Hudson is working on *Super Bomberman* — a re-working of the NES classic *Dynablaster* — to make it a five-player blastathon; and Human is tweaking their excellent *Super Formation Soccer* for four-player mode — I can't wait for that one!

Norton Kai

Exhaust Heat 2

SFC
Producer: Seta
Available: Now
Status: Import



The best of last year's F1 racing sims is back sporting Seta's new super custom co-processor chip. If you thought Mode 7 was fast — this will blow you away!



Don't hang around on the starting grid! The rest of the field have tremendous acceleration — unfortunately, your basic car is about as fast as a concrete snail!

There's one big difference between *Exhaust Heat 2* and other racing games — speed! That shouldn't come as a big surprise as the new co-processor chip cranks up the SNES data-processing speed by up to twenty times.

In this hard-core Grand Prix sim you're up against 25 opponents in every race, each with different cars — for example, some have powerful engines providing excellent acceleration and speed but dreadful handling. As the chip enables the SNES to keep track of all your opponents, you're guaranteed true-to-life strategic race action.

To earn the honour of competing against the elite F1 drivers, you have to work your way through the ranks from Group C and F3000 racing. Finishing sixth or higher earns prize money for upgrading your car with better engines, brakes, aerodynamic parts and suspension.

Qualify on all the courses in a class and you move up to the next category. After clearing F3000, you finally get to do battle with the '92 F1 aces including Mansell, Senna and Alesi.

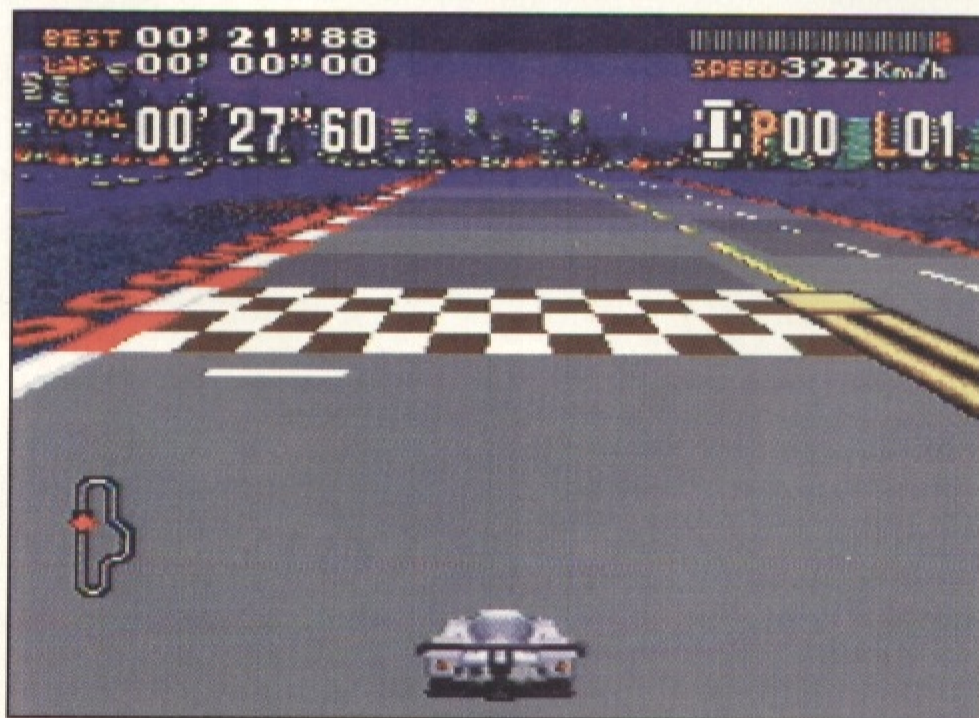


These cars are from the relatively easy — but still blimmin' fast — Group C class. Master these super-charged sports cars then move onto F3000 and Formula One.

For your F1 debut, you join either Benetton, Footwork or Venturi. By piling up wins and improving your car, you can progressively move to better teams — it's possible to be teamed with Nigel Mansell at Williams, but only if you've got what it takes!

At the F1 level there are sixteen courses, all replicas of the actual tracks used in the '92 season. There are sixteen other courses, eight each in Group C and F3000. Given the number of tracks and the amount of mechanical improvements you can put your machines through, the road to F1 glory should prove to be a daunting challenge. Are you up to it?

Norton Kai



Put the pedal to the metal and don't stop till you reach the checkered finish line. USe the map of the track on the left to find the fastest route round the circuit.



Take as many practice laps as you need to set the fastest qualifying lap. The faster your time the higher your position on the starting grid.

UP FRONT

There are dozens of games due for release over the next few months. UP FRONT is a provisional release for most of them. Remember that software houses can be economic with the truth and these dates might not be met. Most titles are also available earlier on import.

SNES

Aguri Suzuki F1	Out now
Aladdin	Autumn
Final Fantasy Mystic Quest	Out now
Fire Fight	Summer
Goof Troop	Summer
Human Grand Prix	Spring
Lawn Mower Man II	Winter
Mario Is Missing	Autumn
Mega Man	Autumn
Mr Nuts	Summer
NBA Basketball	Out now
Nosferatu	Out now
Out To Lunch	Autumn
Star Trek The Next Generation	Summer
Striker	July
Empire Strikes Back	Summer
Super Strike Eagle	Out now Import only
Super Valis IV	Out now Import only
B.O.B.	Out now
Troddlers	July
Wordtris	Out now
Yoshi's Cookies	June

NES

Addams Family 2	Summer
Alfred Chicken	Autumn
Alien 3	Out now Import only
Batman Returns	Spring
Cool World	Spring
Duck Tales 2	Summer
Eliminator Boat Duel	Out now
Fire Hawk	Summer
Kirby's Dreamland	Out now
Mario Is Missing	Autumn
Mega Man 5	Out now

GB

Addams Family 2	Summer
Adventure Island 3	Spring
Asterix	Out now
Cool World	Spring
Dr Franken 2	June
Joe & Mac	Spring
Lawn Mower Man II	Winter
Lethal Weapon	Spring
Nemesis II	Out now
Out to Lunch	Autumn
Power Paws	August
Rodlands	June
Track and Field	Out now
Wordtris	Out now

Terminator 2

In *Terminator 2: Judgment Day*, Arnie plays the good guy doing battle against the evil forces of SKYNET who are intent on destroying all human life. The rebels have been fighting for their lives for over three decades, now the resistance is in retreat but still refuse to surrender.

The rebels' bravery is due to their heroic commander John Connor. However, SKYNET have sent a T-1000 Terminator back in time to eliminate John Connor. When the rebels realise the danger, they send an old model T-800 Terminator (Arnie) to protect John and save humanity.

Acclaim are currently working on the SNES version of this block buster and it's packed with awesome 16-bit graphics and a fantastic movie-style sound track. More details on this hot release next month.



Tune in for more table-smashing, gun-toting, Harley-driving action next issue!

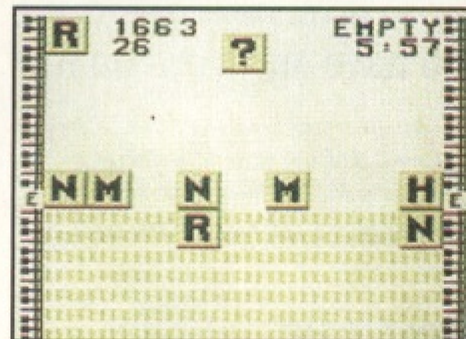
Wordtris

SNES/GB
Producer: Spectrum Holobyte
Available: June
Status: Import

Tetris meets *Scrabble* meets the *Paul Daniels' Magic Show* —that's *Wordtris*! I don't know how you can concentrate with that woman in the background!







If you're bored with *Tetris* your luck's in because coming soon to the SNES and Game Boy is a souped up version of the the Nintendo classic called *Wordtris*.

In this tricky puzzler each block has a single letter on it. The goal is to match up letters and make as many words as possible. To make things tougher, the letters fall into a well. When each one lands on the letter below, it sinks beneath the surface — so you need lightning reflexes.

While you're spelling words, the background shows scenes from The Moscow Circus — weird or what! Look out for a full review of this testing brain teaser in next issue.

Star out foxed!

Unless you've been living in a cupboard for the last couple of months you'll know that *StarFox* is the hottest title around… but not for long! Soon the game on everyone's lips will be *StarWing*!

N-FORCE can exclusively reveal that for the official UK release the game's name has been changed to *StarWing* — although the incredible space-blasting action hasn't changed. Remember where you read it first!

LIVE!

All the regular weekday slots that you dare not miss on TV and satellite.

DAILY DIARY

Monday
07.21 Zig and Zag Master Blaster. The Big Breakfast: Ch 4
18.00 Games World (The Eliminator): Sky One



Tuesday
18.00 Games World: (Review Night): Sky One
18.50 Cyberzone: BBC2

Wednesday
18.00 Games World (Try Your Luck): Sky One
20.30 The Computer Games Show: LW Radio Atlantic 252

Thursday
07.44 Ben the Boffin Master Blaster. The Big Breakfast: Ch 4
18.00 Games World (The Peep Parlour): Sky One
18.30 Games Master: C4

Friday
18.00 Games World (Beat The Elite): Sky One

YEAR PLANNER

These are the dates to put in your diary NOW because they are THE events to be seen at.

August '93
1ST to 15TH Capital Expo 93: Business Design Centre, London

September '93
16TH to 20TH Live '93: London

Star Trek
The Next Generation

SNES
Producer: Spectrum Holobyte
Available: Summer
Status: Import

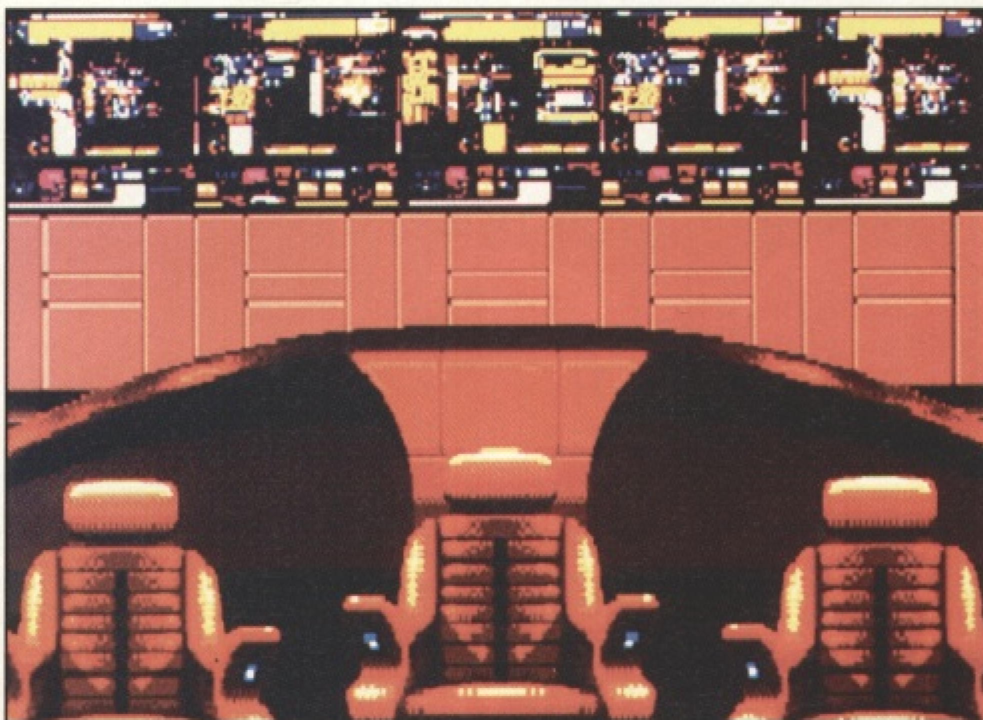
Prepare to beam aboard the second generation of *Star Trek* adventures. The crew of the Starship USS Enterprise have a mission to explore the far reaches of the galaxy, visit strange new worlds and meet alien life forms. Any of the team members can be selected for the mission; Picard, Riker, Troi, Data, Worf and Crusher — they're all here and raring to go.

The game is a multi-level graphic adventure linked with space travel sequences. Use the transporter to beam up and down to the surface of passing planets and control the ship's operations using a user interface modelled on the USS Enterprise!

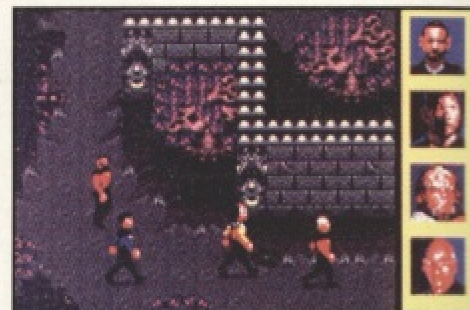
The game's programmers drafted in the original author and set designer of the hit TV series so expect a realistic and atmospheric special-effects extravaganza!



As Captain Jean Picard your voyage is to boldly go where no coal miner has gone before!



'...I'll tell you what! Ever since they took *Mastermind* off the tele nobody wants to sit on the chairs!' I wonder where Picard's gone? He's probably out digging coal somewhere!



Right, that's it. We're on strike! We can't dig coal in conditions like this! Everybody follow me, I'm off to see the Union!



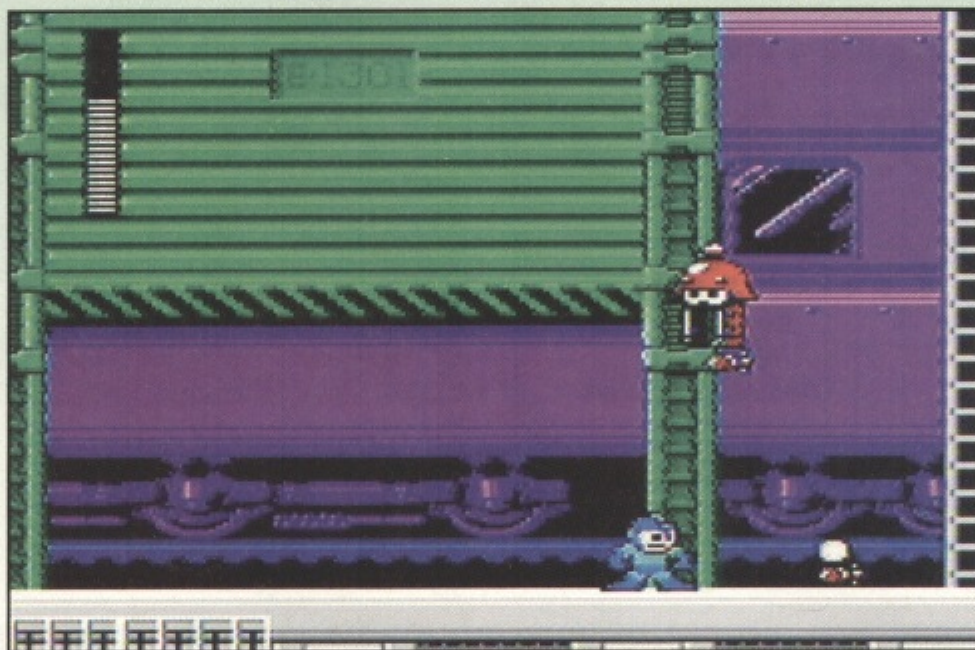
Rockman 5

Famicom
Producer: CApcom
Available: June
Status: Import

MADE IN JAPAN

The latest instalment of the popular *Rockman* series — known as *Megaman* in the UK — has arrived on the Japanese 8-bit. The series debuted in 1986 as a tantalizingly-tough platform game needing precise timing, and delicate control.

Rockman is a Christmas favourite in Japan, consistently placing high in the year-end charts. Despite its longevity, the series hasn't undergone that many changes. *Rockman 3* added sliding to our hero's limited bag of tricks (just jump and shoot), and *Rockman 4* enabled him to charge his arm-mounted beam to unleash powerful energy blasts.



When Megaman's around there's always plenty of fun! In his latest platform adventure he's out to rescue Dr Wright who has been kidnapped by Bruce!



Pick a Megaman, any Megaman — eyes down for a full house,!

In the latest *Rockman* adventure the hero fights eight boss robots in eight stages. When defeated, each villain gives up a special weapon vital to Rockman's success. After beating them all, he goes after the ultimate baddy, Bruce, who's kidnapped Rockman's creator Dr Wright.

True to tradition, the gameplay requires plenty of skill but seems a lot easier than the third game. The boss robots and their stage settings are imaginatively designed which is interesting as they are all based on drawings sent in by Japanese game fiends — over 130,000 designs were sent!

This is a great-looking platform adventure offering plenty of challenge but if you've already played another game in the series, don't expect anything new.

Norton Kai

PLAY TO WIN!

STOP! Don't turn the page! If you can see your name, you've won a prize. Are you sitting comfortably...?

Full force

The ten winners of Issue Nine's GIMME SOME FORCE compo were Jim Rigby from Liverpool, Aidan Crowley from Enfield, Dane Blair from Birmingham, Gavin Mowling (again?!) time flies, huh Gav? Robbie Crossland from Sheffield, Matthew Chatterley from Jersey, Bill — sorry I can't pronounce your second name — from Penn, Duncan Marriott from Weston-Super-Mare, Gareth Kevin Eaton from Derby, Mike Moorman from Holland.

Congratulations guys — a bag of N-FORCE goodies is now on the winging its way to your home as we speak.

Tickled pink

We were absolutely swamped with entries for Issue Eight's TICKLE MY IVORIES competition. The jammy blighters who each get a Miracle piano are: M. Kettlewell from Great Ouseburn and Kevin Wild from Brighton.

Mindscape T-shirt winners are: Paul Heyland from Worcester, Stephen Hare from Mitcham, Nicola Busby from Birmingham, Emma Creasey from Kettering, Matthew Parker from Shetland, David Lambent from Gosport, Jamie Baldaro from Dorking, Drew Wade from Pontyclun, and Michael Walker from Cheshire.



Dizzy heights

Mother said 'always go to work on an egg', but for goodness sake ask Dizzy first because here comes his new compo. Thanks to those absolutely fabulous people at Code Masters we've got a cool Dizzy clock, a deluxe bag and a mega hand-crafted mug to give away. All you need do is answer two simple questions.

1.What is Dizzy?
a. An egg ❒
b. An orange ❒
c. A twigg ❒

2. Where do eggs come from?
a. A bucket ❒
b. A hen ❒
c. A Policeman ❒

Name ....

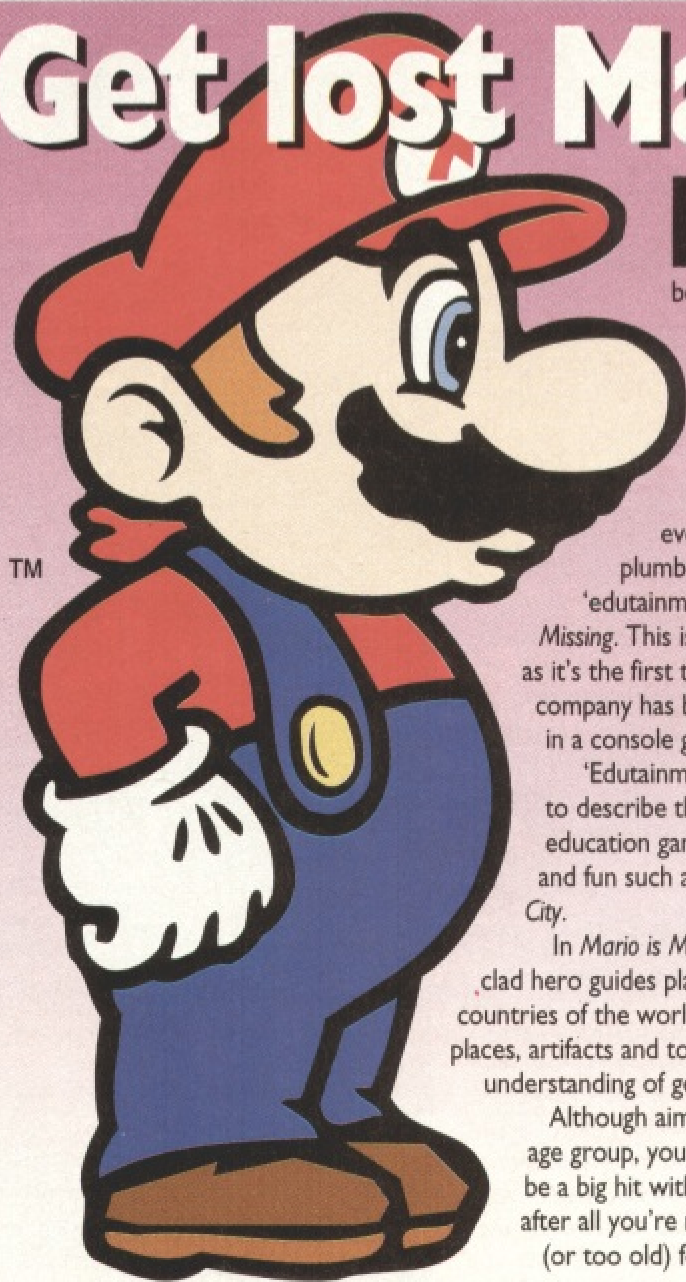
Address ....

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....Postcode..

● Send this coupon to: Dizzy compo N-FORCE, Impact Magazines, Ludlow Shropshire SY8 1JW. Don't forget the editor's decision is final and no correspondence will be entered into. If you don't want to receive mail from other companies please tick the box. ❒

Get lost Mario



Mega news from Mindscape — the company behind *Wing Commander*, *Gods*, *Outlander* on the SNES and *Alfred Chicken on the Game Boy* — is that they've secured a licence to use everyone's favourite plumber as the star of a new 'edutainment' title, *Mario is Missing*. This is a major achievement as it's the first time a non-Nintendo company has been able to use Mario in a console game.

'Edutainment' is the word used to describe the new breed of education games that mix learning and fun such as *Mario Paint* and *Sim City*.

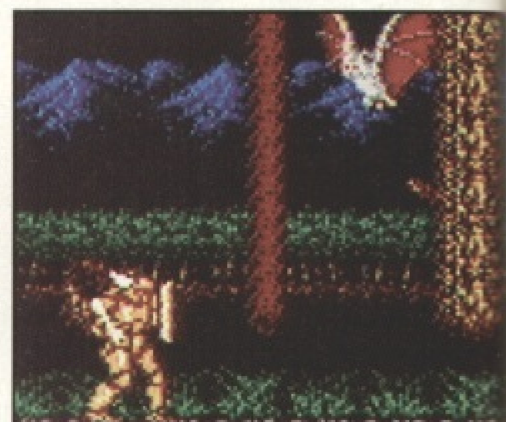
In *Mario is Missing*, the dungaree-clad hero guides players through the countries of the world searching for missing places, artifacts and to give a basic understanding of geography.

Although aimed at the six-and-over age group, you can bet the game will be a big hit with all games players — after all you're never too young (or too old) for Mario!

Sword Master

NES
Producer: Activision
Available: June
Status: Official UK release

Sword Master is set in days of old, deep in the mists of time, when sorcerers were taken very seriously indeed and brave knights roamed the land looking for maidens to save. It's basically a side ways scrolling beat-'em-up with lots of wizards, wolfs etc to beat up.



Don't bat an eyelid! Draw your sword and prepare for battle in this tale of dungeons, dragons and damsels in distress.

Bucky O'Hare

NES
Producer: Konami
Available: June
Status: Official UK release

Based on the popular cartoon series, *Bucky O' Hare* is an action-packed platformer with loads of colour and cool animation. Each level is packed with hare-raising antics and explosive fun all set on several different planets.



Plucky Bucky's here for non-stop hare-raising action!

WIRED!

Nintendo's flagship 16-bit console — the SNES — has now been available in the UK for over a year with sales in excess of 700,000 machines. The games have sold by the bucket load with cartridge prices ranging from £39.99 to £120! The Sega Mega Drive was originally launched at £149.99 but is now available for £119.99 with two joypads and *Sonic the Hedgehog* and its price is rumoured to drop when the Sega Mega-CD is launched.

The prices of the American SNES and Japanese Super Famicom have dropped dramatically — the USA version is now available for only £70! Quite a drop from the £149.99 UK price tag!

If Nintendo dropped the retail price, more game fiends would be able to afford the console and the company would make more money. So should Nintendo drop the price of the SNES?

On the flip side, if the price of the SNES was dropped it would degrade the machine, making it look cheap and therefore no good.

When deciding which console to buy games players often look at price as a sign of quality. If the SNES was cheaper it would labelled as a Mega Drive-equivalent console when we all know it is a far better machine.

Perhaps consumers don't mind paying that little extra when they know they're getting a far better console for their money?

So make your vote count! Should Nintendo lower the price of the Super Nintendo to come in line with the Mega Drive? Or should they keep the price as it is now, because you have to pay for quality?

Calls cost less than 10p and remember to ask the person who pays the bill before dialling.



You've read both sides of the story, now pick up the phone and make your vote count!

DO YOU THINK THE PRICE OF THE SNES SHOULD BE LOWERED?

YES: 0839 007 88 0

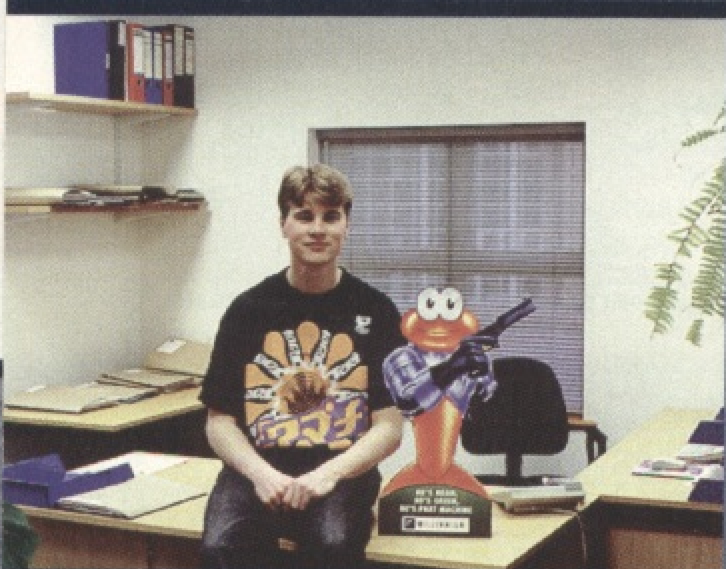
NO: 0839 007 88 4


Here's TOBY!!
OOH! OOH! I'VE GOT A NEW GAME!
LOOKS BAD, EH? EH? LET ME TRY IT OUT! I WANT FIRST GO!
"FLUFFY BUNNY SIMULATOR"? WHAT DO YOU DO IN IT, EAT CARROTS?
CARROTS AND LETTUCE.
ROUGH, YEAH?
DO YOU MIND IF I PUT THIS DOWN HERE FOR A SECOND?
?
THUNK!
POW!
PRETTY USEFUL SOCCER SIMULATOR IF YOU ASK ME.
ANYWAY, I'M GOING TO CALL UP THE TOTTENHAM COURT ROAD COMPUTER EXCHANGE TO SEE WHAT THEY'LL OFFER ME ON SOME GAMES!
YOU SEE, THEY BUY, SELL AND EXCHANGE ALL SORTS OF SUPER NES CARTS AND CONSOLES! AND THEY'VE ALWAYS GOT LOADS OF GREAT STUFF IN STOCK!
READER'S VOICE
WOW
GOSH
BLIMEY
CHARLIE BROOKER

20/20

IN THIS NEW REGULAR FEATURE WE INTRODUCE YOU TO THE PEOPLE AT THE THE HEART OF THE VIDEO GAMES INDUSTRY AND FORCE THEM TO REVEAL 20 EMBARRASSING, INTERESTING OR JUST PLAIN DAFT THINGS THEY THINK WE DON'T KNOW ABOUT.

This month we took a punt down the river to the sunny town of Cambridge and grabbed the programmer of Robocod on the SNES, Gary Richards. So just what are programmers like...



Gary is 22 (he reckons he looks about 16!), he learned his programming via a ZX81, Spectrum, Oric, BBC and an Amiga. He now works for Millennium Interactive as a programmer, drives a Metro, would like an Audi Quattro, is into PWEI, Carter USM, NEDS, and Genesis. He lives with his girlfriend and works very hard...

TWENTY THINGS YOU DIDN'T WANT TO KNOW:

1. James Pond's name was dreamed up by the company's Managing Director while waiting for the kettle to boil.
2. Programmers live on McDonalds' and Pop Tarts.
3. Programmers drink huge quantities of coke.
4. He once met Craig Charles in a pizza restaurant.
5. He enjoys running around in the dark shooting his friends.
6. *RoboCod* has sold over 1.2 million copies over all formats
7. Most programmers are not rich and don't drive fast cars...
8. ...But his boss does!
9. Millennium started in the attic of the MD's house
10. Gary wrote the intro to *Global Effect*, but no one saw it
11. Millennium helped Jim to fix it (on May bank holiday)
12. They have an inflatable mummy in the office
13. To be a programmer you must make paper planes
14. He once ate three cream crackers in a minute without a drink
15. He got a Lego chimney stuck up his nose when he was younger
16. Millennium is actually spelt with two n's
17. He got 6 O levels and 2 A levels despite being dyslexic
18. He used to be able to do a Rubik cube in about 30 seconds
19. He won some trophies for scale model boating.
20. He's in trouble for number 8

Tune in next month for more angry raving in Rant and we'll be back with Twenty Twenty in two months with another sneak peek at the people behind the games!

Taz-ma

SNES
Producer: Sunsoft
Available: June
Status: Import



Sunsoft's five-year licensing agreement with Warner Bros means they get first crack at the really hot cartoon licences, the latest being *Taz-mania* — an interactive arcade-style cartoon adventure featuring the vicious Tasmanian Devil.

The player is treated to a unique over-the-shoulder 3D view of Taz. The sprite doesn't move from side to side as you'd expect but scrolls into the screen — similar to a racing sim with Taz as the car.

Taz doesn't just run, he spins and turns into a powerful whirlwind. He also scoffs his way through just about anything and everything in his path — well, there are exceptions like trying to swallow a double-decker bus!

His favourite snack is a nice tender kiwi bird but his incredible appetite lands him in heaps of trouble. Most of the hassle comes from the love-struck She-Devil — this amorous female is more dangerous than a bag of dynamite down the trousers and she just won't stop chasing Taz!

The special effects and scaling give a tremendous impression of speed — the way the road curves and the background moves in first-person perspective is brilliant!

The state-of-the-art animation is combined with digitized sounds and bright cartoon-style colours — there are even mini-movies sequences for you to sit back and enjoy. Add to this stunning sampled speech and sound effects and you've got one cool cart. Make sure you reserve your copy of N-FORCE because we've got an exclusive review in the next issue.

M. Rosenthal



The Green Cross Code, Taz style — look left, look right... and watch out for the enormous pair of inflatable gloves!

F-15 Stri

The NES version of *F-15 Strike Eagle* was so popular, that Microprose are releasing the fantastic flight sim on the SNES. Featuring the same great gameplay, improved graphics and super sonic speed it's going to be an absolute stunner!

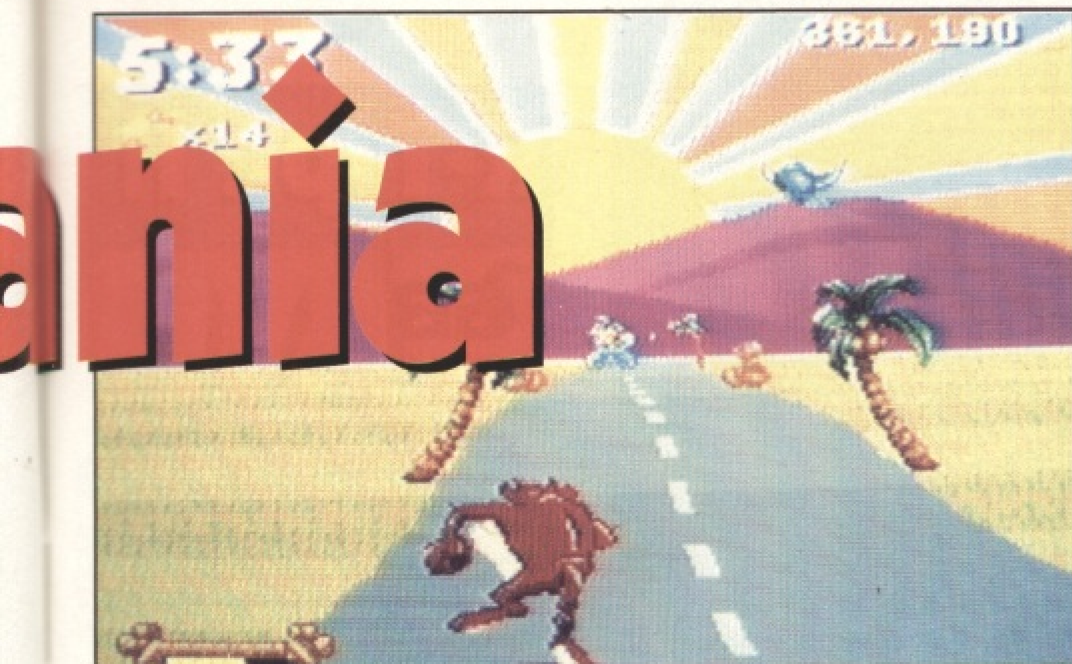
You play a rookie combat pilot working through the ranks in the hope of becoming a crack flying ace. As a fresh-faced youngster you practice taking off, landing and target practice but gain promotion and you're sent on top secret missions to the Middle East. There's also a two-player option adding extra excitement.

The SNES has been missing a good flight sim but now it seems the wait is over. Look out for *F-15 Strike Eagle* in next issue, it's going to be high flying action.

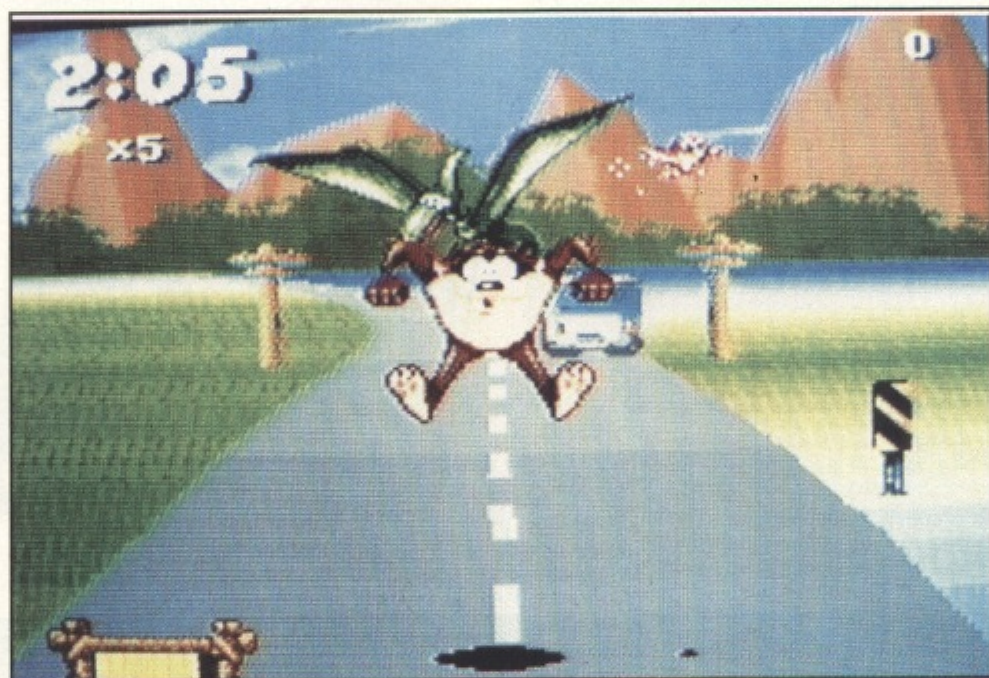
SNES
Producer: Microprose
Available: June
Status: Official UK release



Take to the skies for hazardous missions in the Persian Gulf!



Taz-mania uses silky smooth scrolling to create the impression of speed. Although Taz stays still, the road zooms towards the screen making it look as if he is running.



Look mum, I can fly! One sight you don't see very often is a giant Tasmanian Devil floating down the middle of the road. I wonder if he's got a driver's license?



The awesome 3D mapped-polygon graphics have to be seen to believed.

Strap yourself into the hot sot of America 's hottest jet, the F-15 Strike Eagle — Tom Cruise eat your heart out!

Alien 3

NES
Producer: Acclaim
Available: June
Status: Official UK release

Thanks to Acclaim, one of the most gripping movies of all time, *Alien 3*, slashes its way onto the NES for full no-holds-barred shoot-'em-up action. Ripley — the hero, played in the film by Sigourney Weaver — is back and she's out to destroy The Aliens once and for all.

The balding beauty roams seedy landscapes in pursuit of the alien scum — her mission is to rescue the hostages held captive within the dark bowels of the complex. There are a set number of prisoners to rescue on each mission. Once they've been saved, head for the exit or suffer the horrific consequences. At the end of each section there's a mega mother Alien to do battle with — and they're *really* ugly! There's a full review of this gruesome shoot-'em-up in next issue.



This game's definitely too hot to handle! Take to the sewers (below) to rescue cocooned prisoners. Use the radar to track the aliens then blast them with machine and flame guns!



Bartman Meets Radioactive Man

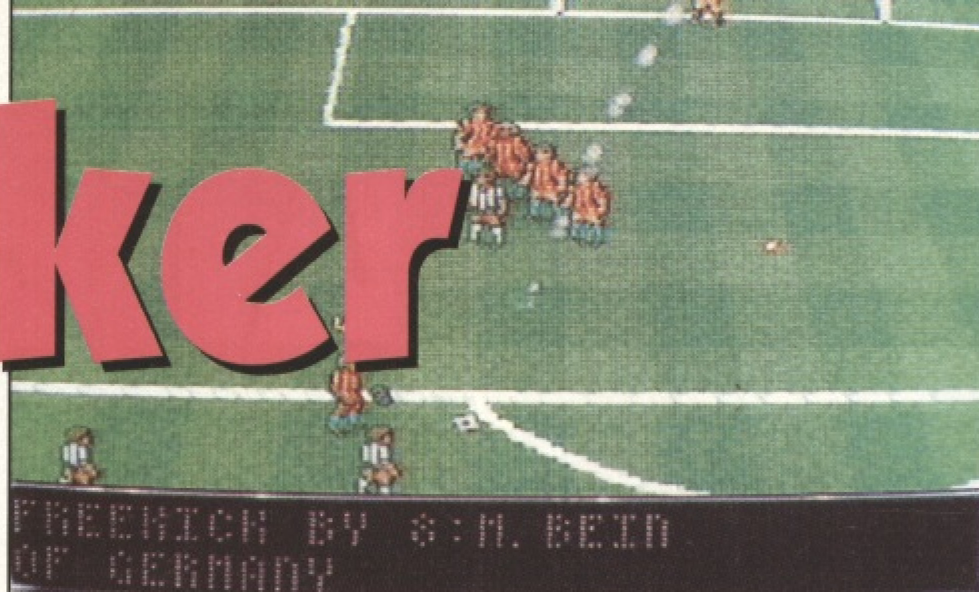
NES
Producer: Acclaim
Available: June
Status: Official UK release

Eat my shorts! Those immortal words are back in the latest Simpsons platform adventure, *Bartman Meets Radioactive Man*. The game is full of the usual hilarious action we've come to expect from the crazy cartoon family. Expect laugh-a-minute gameplay, cool graphics and tons of sampled speech!



Aye Caramba! Don a cape and take to the skies as the new 'green' Bartman in this environmentally-sound Simpsons adventure. Make the world a pollution-free zone!

Striker



SNES
Producer: Elite
Available: July
Status: Official UK release

Over here son, on the head! We're just over the moon about getting this great soccer sim on the SNES. There are loads of great options including an outdoor exhibition match or an indoor five-a-side tournament.



New from Elite is a conversion of the great soccer sim — *Striker* — and it's predicted to the biggest football game to hit the SNES and that's a tough challange to rise to!.

The game is viewed from overhead, behind the goal, which sounds a little weird but works very well. There are 64 international sides to choose from, each with their performance based on real teams.

There's a two-player mode for thrilling head-to-head battle or enter the cup competition and play six gruelling games of football before the grand final.

In one-player competition mode the computer sets all the fixtures and calculates the results of other matches. There are a vast array of options allowing you to customise the action — you can even change the weather and pitch conditions!

R-Type II

GB
Producer: Irem
Available: June
Status: Official UK release

Following hot on the heels of R–*Type*, is a mega-fast space-age shoot-'em-up, *R-Type II*. With improved action sequences and loads more bad guys to destroy, it's going to be the hottest blaster around. There are five bosses to kill — one at the end of each level — so expect a tough test of your game-playing skills.



BUZZ!

Taking a sideways look at '90s Nintendo culture!

Game Buddies!

Have you ever fancied being on the telly? I'm not talking about a face in the audience of the Paul Daniel's show but a main item in a top rating breakfast show! Yes, this is your chance of fame — Think how jealous your mates will be!

The Big Breakfast are looking for two people who have become friends through playing computer or console games for their 'Best Friends' feature. All you've got to do if you and your friend fit into this category is write in to N-FORCE telling us a bit about how you became friends, the games you play, consoles you own and any funny snippets about your friendship and we'll pass your details onto The Big Breakfast. TV stardom is as easy as that! Send your details to: THE BIG BREAKFAST BEST FRIENDS, N-FORCE, Impact Magazines, Temeside, Ludlow, Shropshire, SY8 1JW.

THE BIG BREAKFAST

Cookie Mania!

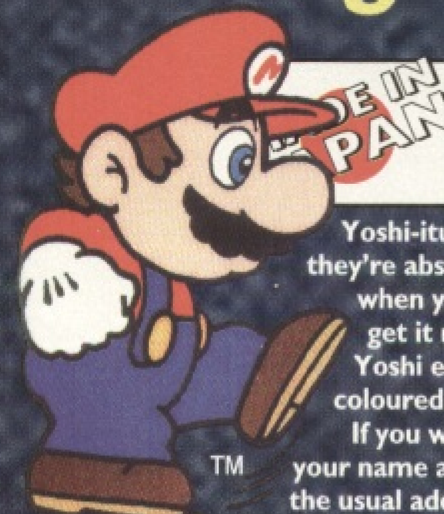


You've played the game, well now you can eat Yoshi's cookies! The latest craze in Japan — where else! — are beautifully-decorated replicas of the scrummy biccies used in the game and they taste great — just ask Nick!

Also available are chocolate mini Yoshi eggs. They come in packets of four with the added bonus of a Mario or Yoshi figure — which is definitely not edible!

And not to be outdone, *Street Fighter II* joins in the sweet wars with its own brand of bubble gum. In each pack there are a variety of delicious flavours plus two great *Street Fighter II* game cards.

Mario goes sguidgy



Has Mario ever got you so wound up that you felt like mangling his moustache and rearranging those cute Italian features? Well now in Japan there's a perfect aid to 'Mario and Yoshi-itus'. There are two cute rubber dolls and they're absolutely perfect for bouncing against walls when you get in a temper. And for those that don't get it right first time there's the handy Mario and Yoshi erasers that are so cool and brightly coloured, it's a pleasure to make a mistake.

If you want to win one of these great toys, send in your name and address to Mario and Yoshi compo at the usual address — first two out of the hat win.

Monsters

SNES
Producer: LucasArts
Available: July
Status: US import



The last SNES game from LucasArts was *Super Star Wars* — and we all know what a smash that was — so their latest game, *Monsters*, is getting a lot of attention. With an all new theme, digitized speech, sound effects, monster noises (hope they're rude ones!), a unique three-quarter aerial view and gameplay inspired by the zany humour of past triumphs such as *Maniac Mansion* and *Zak McKracken* this action/arcade parody is set to be one of the biggest games of the summer.

The game is about the 'typical' adventures of two kids (or just one player) who have to move around their town, saving folks from hideous and bizarre monsters — vampires, ghosts, dead-type Zombies, that kind of stuff! Of course you ain't defenceless, there are plenty of weapons — including bazookas, water pistols and other hi-tech junk — hiding inside trash cans and other 'obvious' places. Jump on skateboards for faster speed and head out as the screen scrolls around.



It's non-stop wild and wacky action in this weird and wonderful adventure. Each of the 50 levels has its own theme!

The fun part is that each of the 50 levels comes with its own mini-movie theme like *Dances with Werewolves* and *Zombie House Party*. There are loads of exotic weapons, tons of special animated sequences and hundreds of chirpy cheer-leaders to save from certain doom — the first 25 levels don't repeat a single character or scene!

Every four levels the screen locks solid and you're forced to confront a 'head-honcho' monster — and these guys are big! Especially the huge forty-foot cry-baby that stomps around and tosses disgusting, dripping bottle nipples!

We can hardly wait and you can be sure we'll be bringing you more news on *Monsters* the second we hear anything!

M. Rosenthal



This forty-foot tall baby is just one of the many horrors you can expect to see in this warped but stunning game. This nasty nipper must have a terrible case of nappy rash to be in such a foul temper! Dodge his deadly milk and then bite his ankles!

Karting around!



Forget your Dinky toys! The smart kids in Japan are racing Mario Karts. The build-your-own high speed replica Mario Karts feature all eight characters — Mario, Luigi, Princess, Koopa, Toad, Donkey Kong Jr, Bowser and Yoshi — from the brilliant SNES racing game.

There's no messing around with glue, these clever kits simply snap together in handy pieces. They're selling in Japan for about 200 yen (approx £1.20) but you can win one by sending in your name and address to Mario Kart compo at the usual address.



Guiles and boys!



The latest craze in the US is *Street Fighter II* merchandising. Yep, our buddies from the console game are appearing on everything from watches and key chains to roller skates and pencil sharpeners.

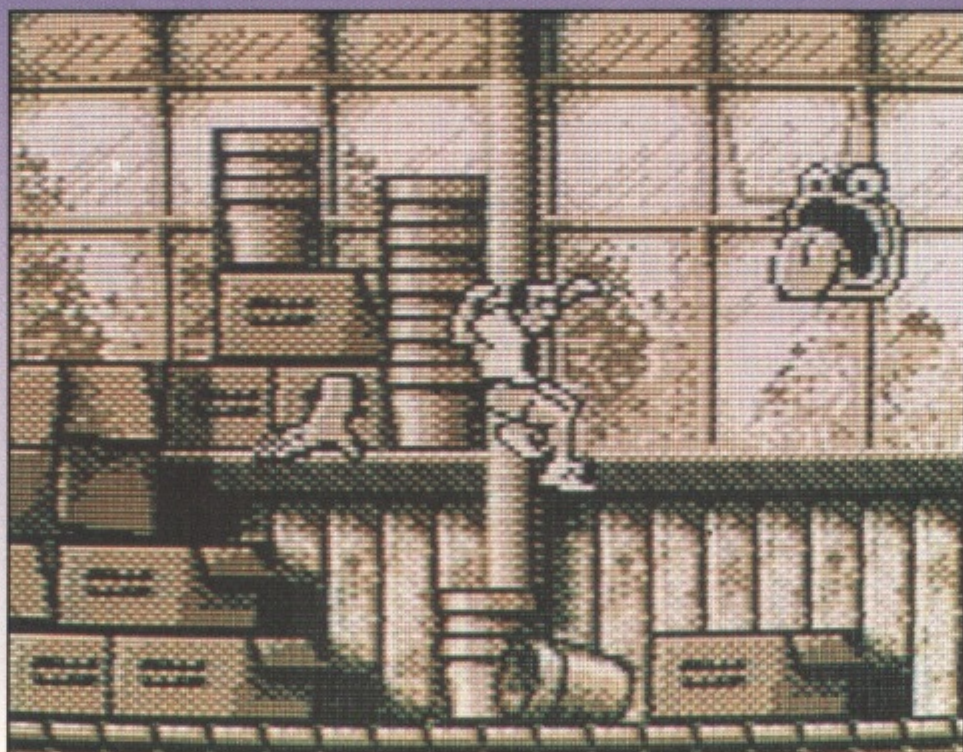
Tops at the minute is the action dolls range — GI Joe and the *Street Fighter II* Martial Artists. Hasbro Toys have teamed up the 'All American Hero' — GI Joe — with the Ryu crew to form a whole new line of action figures and accessories.

All of the *Street Fighter* characters are here and there are masses of extra kit to collect like Guile's Sonic Boom Tank and Blanka's Beast Blaster.

M. Rosenthal



Dr Franken 2



Poor Franky needs a hand — look there's one behind him! The huge 2-Meg cart means there's plenty of great graphics, fluid animation and hassle-free gameplay.

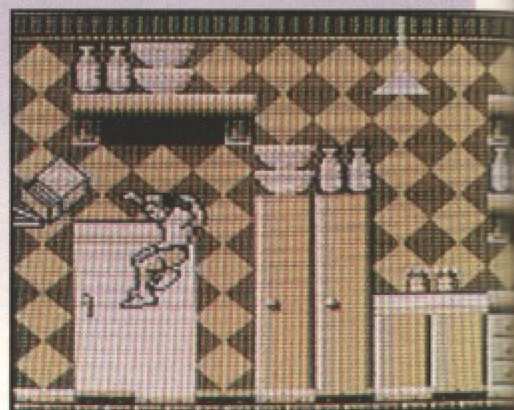
GB
Producer: Elite
Available: June
Status: Official UK release

Following hot on the heels of the hugely successful *Dr Franken* is its sequel, imaginatively titled *Dr Franken 2*. This spooky strategy-based collect-'em-up is hitting the headlines as it's a 2-meg cartridge — making it twice as big as most Game Boy carts in the shops!

Dr Von Frankenbone — the wacky scientist that created Franky — can't afford to pay his huge electricity bill so property developers are coming to demolish the house. The doc really needs Franky's help but unfortunately, the macabre monster has been locked in a haunted out house by the local residents

Franky's first task is to find the backdoor key and escape, then search the house and grounds for his beloved Dr Von Frankenbone. The highly-charged mission takes him through 7 new locations, 140 rooms in 12 different building and 6 large areas of arcade-standard scrolling — phew!

Judging by the popularity of the first game, *Dr Franken 2* is sure to be a hot summer hit. We'll be giving it the N-FORCE treatment next issue so stay tuned for an in-depth review.



In the firing line



There are plenty of gadgets around for the SNES but one of the best is a clever convertor from Ice Distribution. The adaptor is ideal for playing Japanese and American games on your UK PAL SNES, plus it also gives corruption-free viewing of those nasty DSP (Digital Signal Processor) chip games like *Mario Kart* and *Pilot Wings* that other convertors can't handle.

The PAL Booster is a useful gadget if you want to play your American/Japanese SNES on a UK non-SCART TV. Finally, there's a new turbo pad — The Super Famous Card — which is similar in style to the official SNES pad but with four, three- speed turbo buttons and a slow-motion option.

All three are available from Console Plus. The adaptor is priced £12.99, the Pal Booster is £24.99 The Super Famous Card is £14.99.

Nosferatu

SFC
Producer: Seta
Available: June
Status: Import

MADE IN JAPAN

Here's a quick peek at the 16-megabit horror show slated for July release in Japan. *Nosferatu* from Seta — the brains behind *Exhaust Heat II* (check out the preview on page 6) — looks to be a real nightmare. It's gameplay fuses the smooth dynamics of *Prince of Persia* with the terrifying settings *Castlevania IV*.

As in *Prince of Persia*, the main character is extremely smoothly animated — there over 350 movement patterns in all! Your job is to guide the hero through six stages of gloom and doom in search of a horrifying collection of supernatural beings and beasts who have kidnapped his girl friend and are keeping her as a tasty midnight snack for Nosferatu, the vampire.

As this looks to be a real winner with plenty of fantastically-detailed spooky graphics, we'll keep you posted on any further developments.

Norton Kai



This fire-breathing beast is just one of many evil enemies you meet in this thrilling adventure into the world of the undead!

Handy hardware

Two bits of kit are about to hit the shops from Spectra Video. The Megastar is a new joystick for the NES featuring industrial strength micro switches, autofire, slow motion and a sturdy steel shaft it's available now priced £29.99.

Also arriving on the shelves about now is the Spectra Video *Multi-Case* this neat little holdall does just that and is styled in black, cushioned nylon. The manufacturers reckon that some of the things you can store in it include — dead cats, mouse mats, kipper ties, pork pies, favourite mags, 500 fags, socket sets, more dead pets and of course just about anything for your Nintendo including the deck itself. Pick up and pack your *Multi-Case* for £16.99.

and finally...

Codies confusion!

Apologies are in order to Code Masters for the review of *Quattro Sports* on page 85 Issue Nine of N-FORCE. We forgot to mention that it was an American version of the game we looked at. The official UK release uses the unique Code Masters Plug Thru system and it therefore retails at a very appealing £29.99 — not the import price of £44.99. This of course means it's even better value for money than an off-season weekend at Butlins.

Popeye 2

GB
Producer: Activision
Available: June
Status: Official UK release

Your favourite cartoon sailor is back in another wacky adventure full of spinach, mirth and mayhem. In this portable platformer you have to save poor Olive Oil from a terrible fate, beat up Bluto and eat lots of spinach. Oh it's a life on the ocean waves.

Galaxy 5000

NES
Producer: Activision
Available: June
Status: Official UK release

Galaxy 5000 is a madcap sci-fi racing game with plenty of high-speed action to keep you hanging onto the edge of your seat. The space age crusade begins when you start zooming round different planets — doing battle with other racers around a *Star Wars*-style desert terrain. *Galaxy 5000* is in the shops soon — so look out for it!

Don't grab Gradius

Stop! All you game fiends who are about to go out and buy the classic shooter *Gradius* on the Game Boy should know that this is the same game as the official UK release *Nemesis II*.

Some unlucky punters have already been caught out — why, oh, why do companies persist in changing game names? It only leads to confusion and heartache when unsuspecting gamers find they've bought the same cart twice. It can cost a bundle too, as most retailers won't exchange carts no matter how much you plead. So on behalf of the dozens of callers we get every month — don't get caught out!

Battle of Olympus

GB
Producer: Playtime
Available: June
Status: Official UK release

Battle of Olympus is a God game in which a young Greek character travels the land finding new adventures. If you're as power crazed as the average PE teacher this might be just the thing for you! It's out on GB next month — so watch out for a full review.



Card Tricks!

Watch out for a new 100% official collection of Nintendo cards with hints and tips for a wide range of Nintendo games — from Mario classics to StarWing. Our friends at Merlin Publshing are behind the collection and we know they're worth looking out for because Merlin got the N-FORCE team to write and design them. Enjoy!



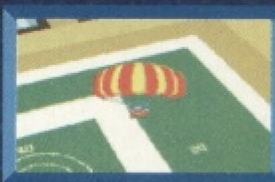
CHART ATTACK!



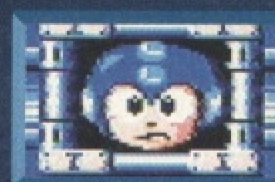
Here they are — the hits on three continents live and direct from the people who really count. Super Mario Kart is still leading the field in the UK SNES charts but the rest are gaining fast!

UK CHART

SNES	NES	GB
1. — Super Mario Kart	1. NE Dizzy	1. — Super Mario Land 2
2. NE Prince of Persia	2. NE Micro Machines	2. NE Crash Dummies
3. RE Pilotwings	3. — Lemmings	3. — Star Wars
4. NE Super Mario Paint	4. ▲ Super Mario Bros 3	4. NE Looney Tunes
5. NE Road Runner	5. ▼ Hyper Soccer	5. NE Tiny Toons
6. ▼ Super Mario World	6. NE Tom and Jerry	6. NE Golf
7. ▼ Bart's Nightmare	7. ▼ Home Alone 2	7. NE Aliens 3
8. RE Super Tennis	8. ▼ Kung Fu	8. NE Speedball 2
9. ▼ Street Fighter II	9. NE Battle of Olympus	9. NE Terminator 2
10. RE Super Soccer	10. NE Mega Man 3	10. NE Home Alone 2





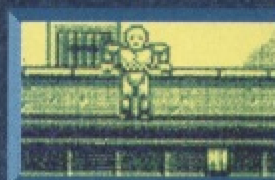


JAPANESE CHART

SNES	NES	GB
1. — Final Fantasy V	1. — Rockman 5	1. — Super Mario Land 2
2. — Super Mario Kart	2. NE Family Stadium '93	2. — Yoshi's Cookies
3. ▲ Pro Wrestling 2	3. NE Super Mario USA	3. — Megaman World 3
4. RE Street Fighter II	4. ▼ Yoshi's Cookies	4. — Kirby's Dreamland
5. ▼ Ranma 1/2	5. ▼ Wagyan Land 3	5. — Super Mario Land
6. NE Ushio and Tora	6. NE Kunios Legend	6. ▲ Yoshi
7. ▼ Hanjuku Hero	7. NE Play Pro Baseball	7. NE Castlevania
8. NE Elfaria	8. NE Barcode World	8. — Tetris
9. — Dragon Quest V	9. NE Tiny Toons	9. NE Doraemon's Legend
10. NE Super Sumo	10. NE Just Breed	10. NE Mah Jongg







AMERICAN CHART

SNES	NES	GB
1. ▲ Street Fighter II	1. NE NBA Basketball	1. — Super Mario Land 2
2. NE Bull vs Blazers	2. NE Superbowl	2. ▲ Super Mario Land
3. NE John Madden '93	3. — Super Mario Bros 3	3. ▼ Kirby's Dreamland
4. — Super Mario Kart	4. NE Yoshi	4. ▼ Yoshi
5. NE NHLPA Hockey	5. ▼ Tetris	5. NE Ren and Stimpy
6. ▼ Mario Paint	6. NE Mega Man 5	6. — Action Football
7. NE Zelda	7. ▼ Dragon Warrior IV	7. NE Metroid
8. ▼ NCAA Basketball	8. ▼ Super Mario Bros 2	8. ▲ Home Alone 2
9. ▼ Magical Quest	9. ▼ Monopoly	9. NE NBA All Star
10. NE Turtles In Time	10. ▼ Turtles Project	10. NE Golf



Get into your flame proof combat suit, strap into the cockpit of the AXELAY stratafighter and stand by to launch into six sanity crushing worlds, all occupied by the Armada of Annihilation. Your mission - to seize the Axelay's secret weapons stolen by the evil enemy - but be warned, they're not going to give up easily and the fight of your life is just about to begin.





3 classic gam



The Great Octopus has threatened to destroy Earth. You must help Parodius and his friends in their quest to find and destroy the villainous, scheming squid so that Earth may enjoy life in peace once more.

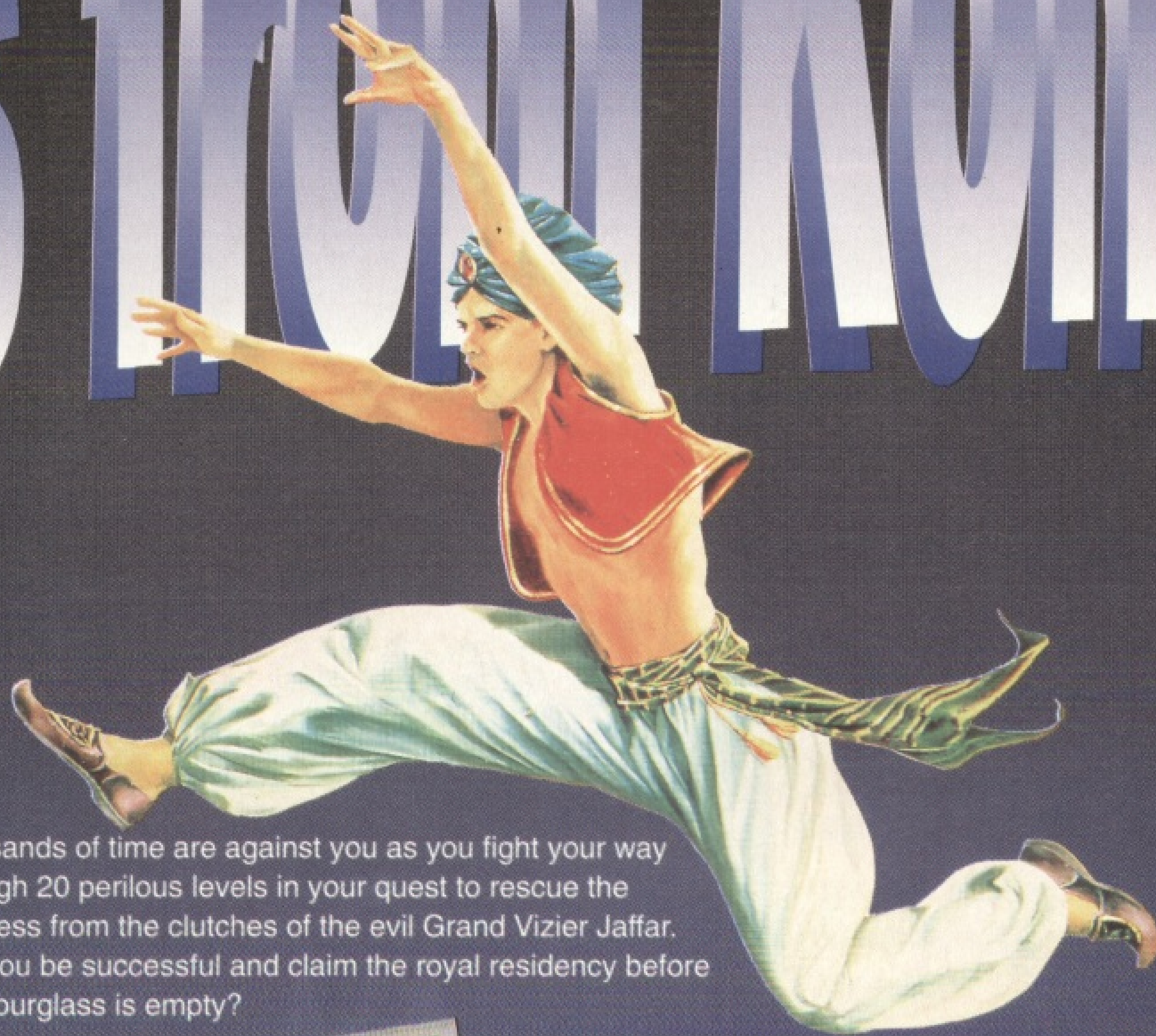






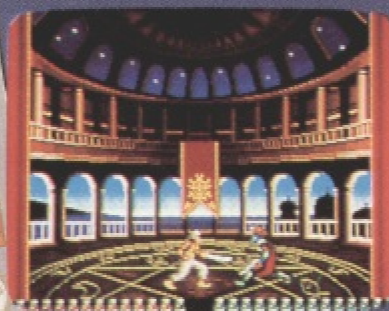
your SUPER NINTENDO ENTERTAINMENT SYSTEM New. For your SUPER NINTENDO ENTERTAINMENT SYSTEM New. For your

es from Konami



The sands of time are against you as you fight your way through 20 perilous levels in your quest to rescue the Princess from the clutches of the evil Grand Vizier Jaffar. Will you be successful and claim the royal residency before the hourglass is empty?







KONAMI®

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ENTERTAINMENT SYSTEM



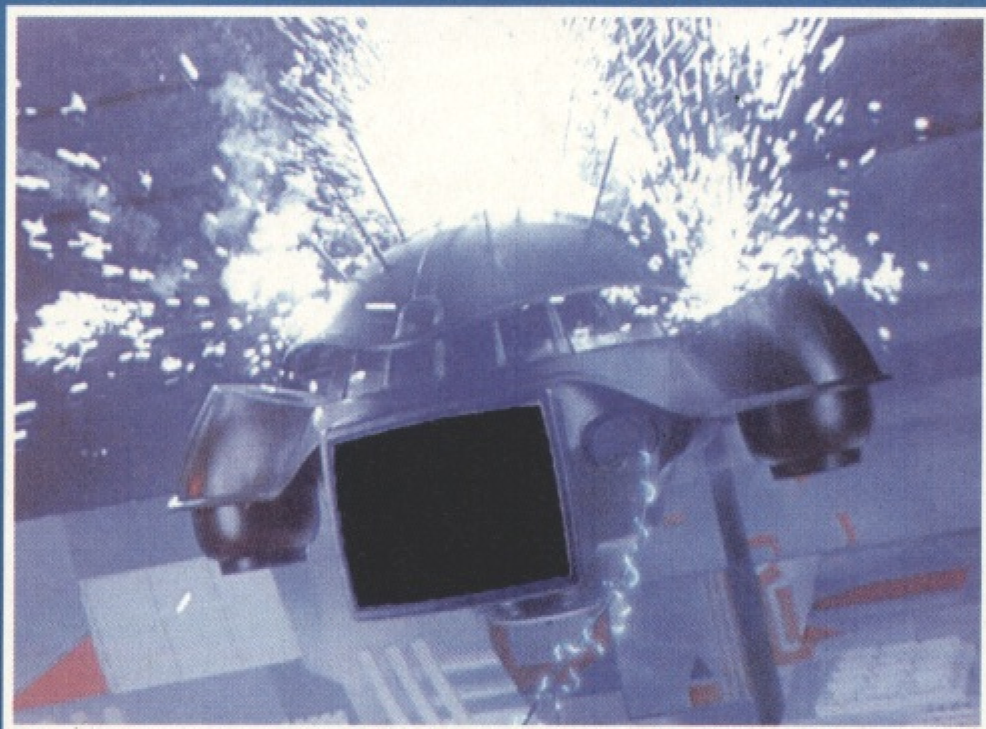






THE END IS HERE!

Rave on game fiends, there's a new sound about to hit the dance floor. Forget *Tetris*, and *Super Mario Land* the king of the airwaves is a new Nintendo single from High Score Warrior and we've got 100 copies to give away... absolutely free!



Hot of the press is a high-energy remix of the soundtrack to the popular Nintendo ad — *The Evolution Of The Player* — which featured *Terminator 2*-style special effects. The single, *Will You Ever Reach The End* has been written and recorded by High Score Warrior — otherwise known as Rod Adams.

Rod taught himself how to play guitar when he was only eleven and within a year he'd joined a band. He left school and took several jobs before deciding to train as an electronics engineer and from there he went on to design test rigs for communication satellites — as you do!

Working warrior

But communication-satelite-test-rig-designer just doesn't have the ring to it as musician — it's got a few more syllables to start with — so he decided to get a job that at least fitted on his business cards!

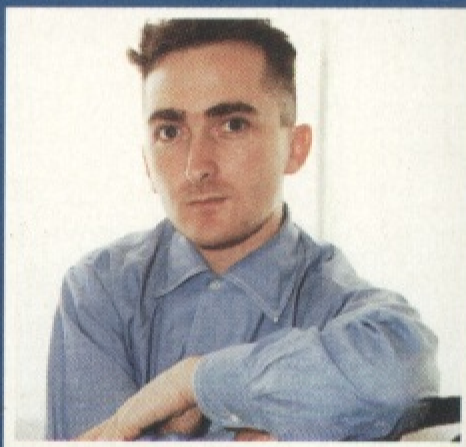
Yes, Rod had never been able to get rid of that lust for stardom so he made a go of it as a musician and after a short while writing music for documentaries and commercials got the chance to work on the *Evolution Of The Player* Nintendo advert.

To celebrate the release of *Will You Ever Reach The End* N-FORCE has a mass of CD singles to give away. All you have to do to win these cool

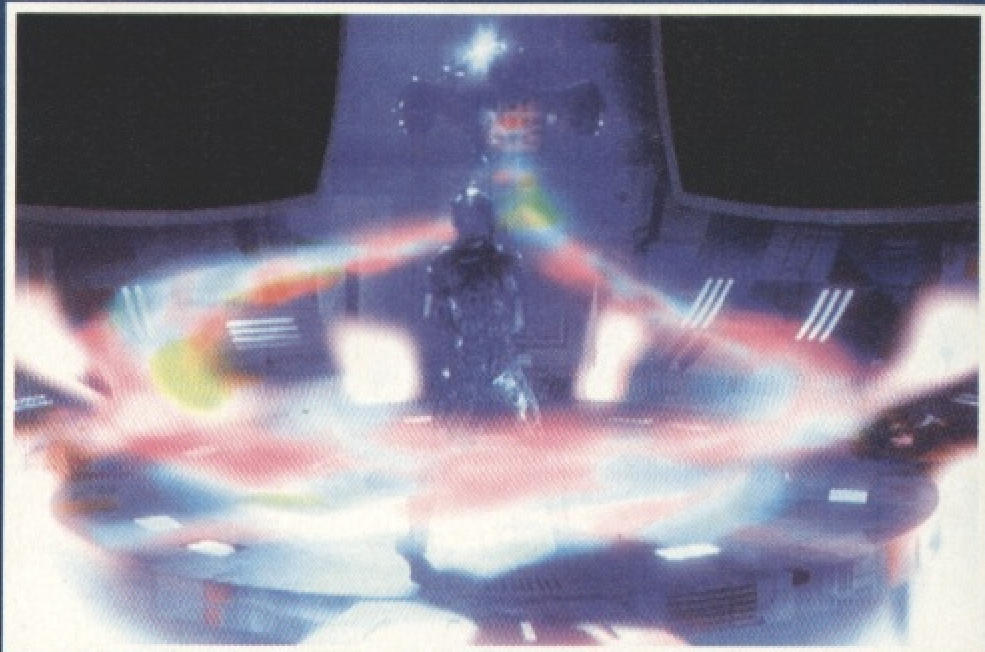


sounds is fill in the coupon and send it to: HIGH SCORE WARRIOR COMPO, N-FORCE, Impact magazines (UK) Ltd, Ludlow, Shropshire, SY8 1JW.

● The first 100 entries out of the hat will each win a CD — so get scribbling.



Rod Addams alias High Score Warrior. Will he ever reach number one?



Name that tune

1. What is the Special effects technique used in the *Evolution Of The Player* ad and *Terminator 2*?

- a. Murphing ❒
- b. Smurfing ❒
- c. Morphing ❒

2. What is the missing word 'Will You Ever Reach The ....' Is it...

- a. Bend ❒
- b. Lotus Garden Chinese restaurant ❒
- c. End ❒

Name ....

Address...

....

....

....

....Postcode...

Remember that the editor's decision is final and no correspondence will be entered into. If you don't want any mail from other companies tick the box. ❒

Just what have those wild and wacky Japanese been up to lately? Raiding supermarkets, grabbing boxes of soap power and tins of beans to look at the barcodes?! Norton Kai does his weekly shopping and investigates...



Behind

Barcodes, those black-and-white vertical stripes with numbers underneath that you find on almost everything at the shops, are all the rage with Japanese kids these days. The craze started about a year ago with Epoch's Barcode Battler, a handheld barcode scanner with a small LCD screen.

The Barcode Battler seeks out barcodes with the strongest battle specifications and deduces a barcode's attack points (AP), defense points (DP) and hit points (HP). This data is then used as a 'warrior' against another barcode 'warrior' to determine which is the stronger of the two — a pretty simplistic system, but enough to send thousands of Japanese kids out to the shops in search of the ultimate barcode 'warrior' — one brand of noodle with a particularly strong code sold out for months!

Unfortunately, in their quest for strong warriors, kids began tearing barcodes off products in shops ruining hundreds of pounds worth of stock. As a result, shops began screening kids especially in locations close to schools and kindergartens. As the children weren't shop-lifting, just taking barcodes, they didn't feel particularly guilty about defacing merchandise — naturally, retailers thought otherwise!

On the band wagon

Japanese toy makers quickly took advantage of the craze. Bandai (Nintendo's ex-distributor in Japan) brought out their own handheld unit — Super Barcode Wars — which features a multi-scanning system that can take data from not only barcodes but also photos, and illustrations. It can store data for up to five characters, who can be entered in a battle royale to see who comes out on top, or in an RPG mode with warriors, wizards and helpful items.

Multiple modes

The success of Super Barcode Wars forced Epoch to update their original unit. The Barcode Battler II has three modes: one in which two barcodes compete against each other; an RPG mode for clearing stages against the computer using supplied character barcodes; and a mode where the supplied character cards are matched head to head.

This battler also converts new barcode data into warriors, wizards and items with specific attack strengths, defensive powers, magic powers, spells and hit points. Several barcodes can be moulded together to make powerful characters. The barcode-generated characters can attack, parry, use spells or items all controlled by the player, adding more depth to the gameplay.

On these handheld units, numerical and text data are shown on their LCD screens. Software makers took quick note and developed interface kits to be used in conjunction. The first title to hit the shelves was Sunsoft's Barcode World for the NES. It comes with an interface and cart that hooks up to Barcode Battler II. The NES cart adds a whole new library of data including 140 types of weapons, armours, shields and items matched to barcodes. In much the same way as the handheld, barcodes can 'fight' other barcodes complete with colour graphics of futuristic robots representing the players. There's also an RPG mode where barcode data represents a party of characters who go out on twenty quests and ultimately save the world.

Super Nintendo coding!

Soon to be released is Epoch's own SNES interface kit for use with the Barcode Battler II. This unit is expected to be designed in much the same way as Sunsoft's NES title. The RPG aspect of the game will be beefed with a war sim-style field map.

Namco have recently brought out their own Barcode Boy system which slots onto a Game Boy and displays barcode 'warriors' together with numerical data representing their



Here we are at the home base in Barcode World. This is where players get to register and recover from previous battles.



One of the first handheld barcode game machines to hit the Japanese high street was Sunsoft's Barcode World. It can be linked to the NES to provide a data library.



Bars



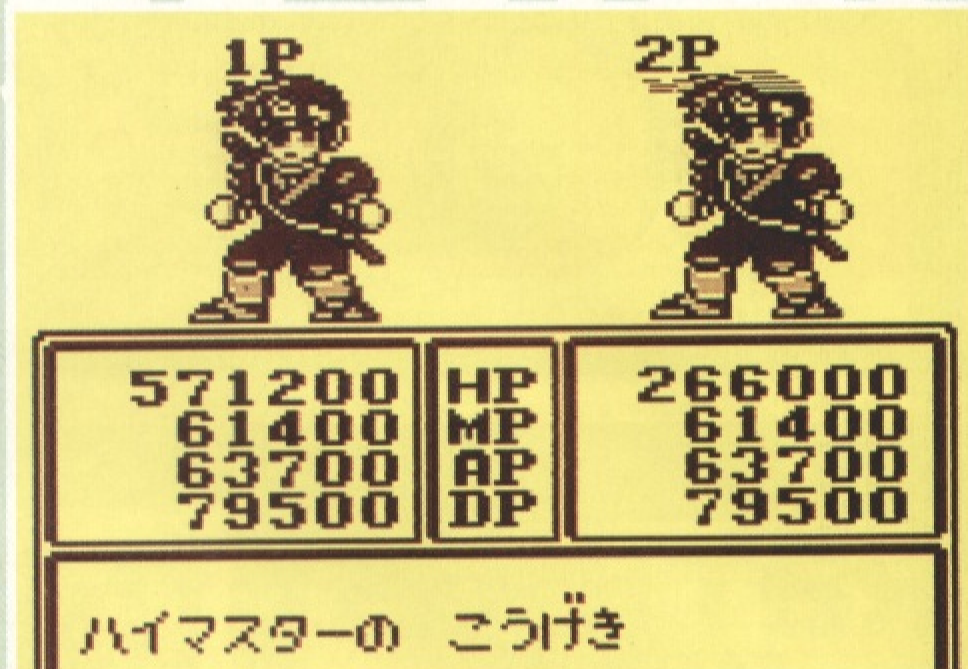
strengths on the handheld's LCD screen. In all other regards the gameplay is not much different than Epoch's and Bandai's handhelds.

It appears Epoch will soon be introducing the Barcode Battler II in the UK in the hope of repeating the Japanese success. Will your supermarkets be invaded by hoards of kids tearing up packets of noodles in search of the ultimate barcode warrior? Let's hope not.

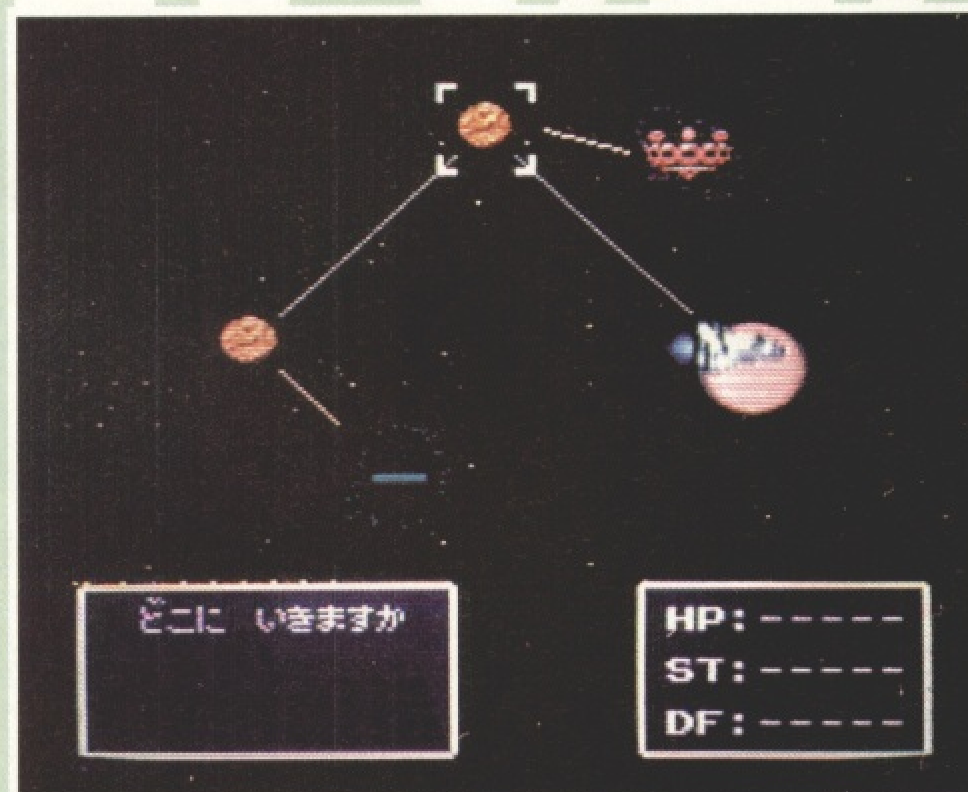
This special add-on for the Game Boy is from Namcot. The Barcode Boy plugs into the cartridge slot for hours of fun with barcodes from your mum's shopping bag!

One of the battle screens from *Barcode World* with two of the monsters and all their strengths and weaknesses — pity it's all in Japanese!





Barcode monsters look just as vicious on the Game Boy! Here we have one of the screens from Namcot's Barcode Boy.



Those boffins at Sunsoft in Japan came up with a whole world of barcode battling for fans. Here's the world map showing all the planets that can be visited.



The item screen from *Barcode World* is full of useful game information. Each item and monster is illustrated with their own icons.

FORCE Ra

RATINGS WAR

Every N-FORCE review has a jam-packed FORCE-RATED panel — delivering more essential info than ANY other mag rating system — and that's GUARANTEED!

GAME TYPE: What sort of game it is. Typical types include platform, beat-'em-up and puzzle.

SYSTEM: Which Nintendo console the game runs on — either SNES (Super Nintendo) NES or GB (Game Boy)

AVAILABILITY: Where to buy it. How much it costs and what country it originates from (either UK, USA or Japan)

OPTIONS: Important info about the game you need quickly — number of players, continues, skill levels and any extras.

FIRST GLANCE: A brief comment about the game from three N-FORCE reviewers who have spent less than 10 min with it.

GRAPHICS RATING: What the team think of the graphics. This includes sprites, backgrounds and animations.

SOUND RATING: An opinion on the sound quality. Factors taken into account include background music and spot effects.

PLAYABILITY RATING: How the team feel the game plays. Is it too easy? Too hard? Maybe just boring or absoultely brill!

LASTABILITY RATING: A guide to how additive the game is. Our reviewers play it over a number of weeks and decide.

FORCE FACTOR: N-FORCE has six reviewers. This final rating is the result of a full team play-test and discussion.



PLATFORM

SNES

AVAILABILITY
Producer: .... Kaneko
Supplier: .... The Computer Game Shop
Tel: 0743 363300
Price: £45
Status: .... USA import

OPTIONS
Players: 1
Continues: 3-5
Skill levels: 1
Extras: .... None

FIRST GLANCE
CHRIS: "Plodding collect-'em-up short on thrills. A few original ideas let down by uninviting gameplay."
ROB: "Probably the weirdest graphics I've seen in a long time, but this is all it's got going for it."
CHIKE: "The dodgy graphics and bad gameplay put me off right from the start"

68 **GRAPHICS** *Wild backdrops and curious sprites*

64 **SOUND** *Screeching tunes — weird FX get annoying*

60 **PLAYABILITY** *Slow and unresponsive but worst of all repetitive!*

62 **LASTABILITY** *Plenty of levels but many are boring*

FORCE FACTOR 65 *A smooth well-presented game but lacking depth and polish.*

**Fresh from a
Chester the
king of Ame
debut. Arme
shades, the
preparing fo**

Poor Chester the c
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He desperately v
out of Four Corn
Mean Eugene, the zoo
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His only hope of esca
recover the bike fragmer
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are five levels of vertic
horizontally-scrolling p
to conquer. Level One
the Park, then it's ont
Pits, the Gator Alley, a
Caves before the final t
Houses.
There are various p

N



E
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Wh
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dodgy. In fact, it loo
platform game!
The varying leve
squeezes through a
runaway speed boat,
sound effects don't ir
control the second I
Okay, so *Chester*
programming but th
touches and attract
guitar sequence is
enjoyed for a while.



TRUE COLOURS

At least four members of the team look at every game that's reviewed in N-FORCE. To make things easier to follow each person has their own colour which is used next to comments and at a glance boxes...



NICK ROBERTS
It's been a busy month here at N-FORCE and Nick's got the scars to prove it! Everything went downhill for him after finishing *StarFox* in 20 minutes.



CHRIS RICE
Things are looking up for Chris at the moment. As we speak a whole load of new sports sims have just come in from Acclaim for review. See if he likes 'em next issue!



CARL ROWLEY
Game makers beware! If you don't cough up the games, we'll send Carl round to see you. He can talk the hind-legs of a mule (probably the front ones too come to that...)



ROB MILLICHAMP
It's been an interesting month for Rob. Not only has the price of Prawn Mayonaise sarnies gone up, but we've only gone and given him more work to do!



CHARLIE CHUBB
Like the rest of us, Charlie can't wait to get this issue of N-FORCE finished so he can get out on his mountain bike and forget about games (for a while at least!)



MILO JACKSON
What does Milo actually do? Answers on a postcard please to: N-FORCE, Impact Magazines, Ludlow, SY8 1JW. The winner gets to keep him

ATED





THIS MONTH'S GAME AVERAGE

StarFox, StarWing — call it what you will — should be in the shops now for less than £40.00. It's the flagship of Nintendo's next generation of custom-chip based games and — as such — most industry pundits were of the opinion that *StarWing* was going to be on-sale at a base level of around £60.00.

It's really great to see that Nintendo are rising to the challenge of advanced game technology and keeping cart prices pegged at an acceptable level.

Some people will find it strange to hear this magazine openly praise Nintendo. Why? — because **N-FORCE** isn't officially licensed or endorsed by them — that means that we don't pay Nintendo a "license" fee for the right to use their name and conversely they don't give us any games to review or provide technical support to our editorial team.

Don't get us wrong — we're not having a moan! — there are loads of magazines around and it would take Nintendo absolutely ages to support them all properly — at the end of the day it all costs money. Nintendo chose one magazine they liked and now it pays for Nintendo's commitment and service. Fine.

N-FORCE is happy to review games without a helping-hand — that's what being at the leading-edge is all about! Be sure to check out next month's mag for some important expansion news!



To help you spot the awesome games from the merely brilliant, we've introduced an addition to our ratings system. Any game with a FORCE RATING of 90 or above is highlighted in green, instead of the usual red — just check *StarFox* (on page 32) to see what we mean.

Not only that, each game also gets a N-FORCE KNOCKOUT gold medal — the ultimate seal of quality! So why hasn't *StarFox* got one? We didn't think Nintendo would want one for their box!





SHOOT-'EM-UP

SNES

AVAILABILITY
Producer: .... *Mindscape*
Supplier: .... *Mindscape*
Price: *£39.99*
Status: .... *Official UK release*

OPTIONS
Players: *1*
Continues: .... *None*
Skill levels: .... *None*
Save option: .... *No*

FIRST GLANCE

NICK: *'A complete waste of a film licence. The film is excellent, the game is a complete pile of cack!'*

CHIKE: *'The gameplay is so tough it's unplayable and the graphics look like a dodgy 8-bit game!'*

CARL: *'Some great ideas but not playable enough to be a big hit — a real let down!'*

66 GRAPHICS *Badly-drawn sprites but good digitised film stills.*

55 SOUND *Average intro music and effects.*

52 PLAYABILITY *Frustrating and incredibly long levels!*

53 LASTABILITY *Unbelievably tough, even for blasting experts!*

FORCE FACTOR 55 *Too boring and frustrating to have long term lastability.*

TERMI

Arnie swore he'd be back — and now he is! With Harley roaring and Uzi blazing the ultimate killing machine makes his SNES debut. Here comes trouble...

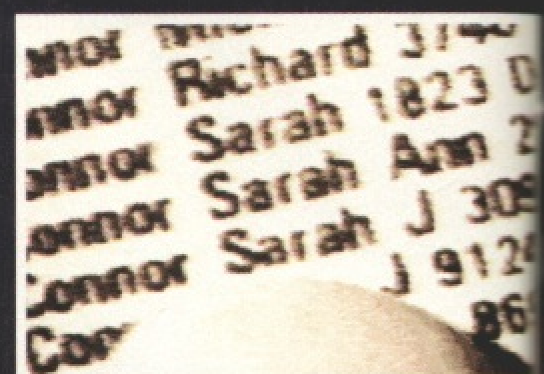
Kyle Reese is a rebel soldier from a war-torn future, where humans are fighting a losing battle against The Machines. The survivors have spent years battling to free their future and now they have a chance to win.

The rebels have discovered a time-travelling device built by the robots. A Terminator has already been sent through it. Its mission is to kill Sarah Connor before she gives birth to her son, John, who becomes a formidable resistance leader in the year 2029.

Kyle's job is to follow the Terminator through time back to 1984 and protect Sarah Connor from its psychotic mechanical clutches.

The Mindscape conversion of this classic sci-fi movie starts with the player taking the role of the Terminator in 2029. Destroy the rebels stronghold and a giant caterpillar-tracked robot jumps into your way— plenty of mega blasting is needed to polish this baby off!

Survive to fight another day and the game swops characters — you're transformed into Kyle Reese and transported back to 1984. The search for Sarah Connor takes you through the buildings and streets of Los Angeles. If you manage to blast your way past the multitude of enemies and rescue Sarah, there's a final car-based shoot out waiting. 



Throughout the game levels are split up by cool digitised film stills.



End of the first section of action and time to deal with the inevitable boss — a huge intelligent tank!



Power-ups and bonuses are scattered all over the first level. Memorise their location because they're essential to survival



Kyle is transported back in time to 1984 to protect Sarah Connor from The Terminator. Watch out for the guys on the roof-tops — blast them with the shotgun.



NATOR

ROB: 'This cart should be terminated!'



Recently film licences — *Alien Vs. Predator* and *Lethal Weapon* for example — have had an unfinished and uninspired feel about them.

Sadly, *Terminator* is another one to add to the list. The gameplay is far too difficult, there are not enough power-ups and too many limitations. The levels don't follow the film closely which is confusing, the sound is monotonous and each stage is extremely long and boring.

The graphics aren't that bad but they don't show off the SNES to its full potential. The backgrounds are dark and dreary, with only the odd explosion brightening things up a bit.

Terminator is a perfect film to transform into a game but this version is very tiresome and incredibly frustrating. Although the graphics and boss sequences are pretty good, the poor gameplay prevents me from recommending this game. ***ROB 54%***



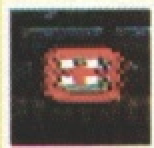
Apparently, *Terminator* is a critique on man's ability to confront destiny and alter fate... and I always thought it was an excuse for Arnie to show off his biceps, grab a big gun and blast everything in sight — Oh well, Hasta La Vista, baby!



Battle through Level One then climb into a beat-up pick-up truck and blast the massive flying enemy droid. If the truck is destroyed the game's over!

ARNIE'S ICONS!

You've been sent back in time by your leader to save his mother so that he gets to be born. It turns out that you are his father too! You need all the help you can get!



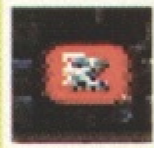
First Aid: these handy medical packs boosts health. With all the shells flying about you need it!



Hidden Weapon: basic power-ups look like this — shoot them to reveal the type available.



Grenade: these are your main weapon and they're essential for clearing your way though mine fields!



Rapid Fire: this handy boost to firepower is ideal for wiping out masses of enemies



Special Weapon: grab this extra-special icon for a super weapon — make the most of it!



Nail the Terminators and watch out for the bomber planes and their deadly cargo! The best option is to run through the stage as fast as possible!



Obviously getting into the truck was a big mistake, now the droids are bigger and and have more fire power — keep blasting!

CHRIS: 'I won't be back!'



I'm a big *Terminator* fan so I couldn't wait to see this game. When I heard the familiar intro music I could hardly contain my excitement — I was running around the office like a man possessed! When I finally looked closely at the screen all my dreams faded. The huge sprites I expected are absolutely tiny and the backgrounds are dull, dreary and very sketchy.

Okay, so it's nothing special to look at but surely the gameplay makes up for it — think again! The levels are huge — I mean massive — which would normally be a good thing but they're lifeless. I spent ages running around blasting everything in sight but never seemed to get anywhere. When I finally reached the end of the first stage, the level boss wiped the floor with me in about two seconds flat!

This isn't just sour grapes — the whole team spent hours with the game and we all agree the difficulty setting is ridiculously hard. No matter how big a film licence is if the gameplay is frustrating there's no way a cart is worth splashing out £40 on.

Mindscape have produced some brilliant games in the past — *Alfred Chicken* is a stunner — but *Terminator* definitely isn't one of them. Let's hope *T2* is much better! ***CHRIS 53%***



Kneel down, take aim and wait until you can see the rivets on his Levis! Shooting someone at this range brings tears to your eyes — not to mention his!



Dodge the enemy fire by jumping onto the raised platforms. Walk underneath the big guy at the top of the screen and blast him with both barrels of your shotgun!

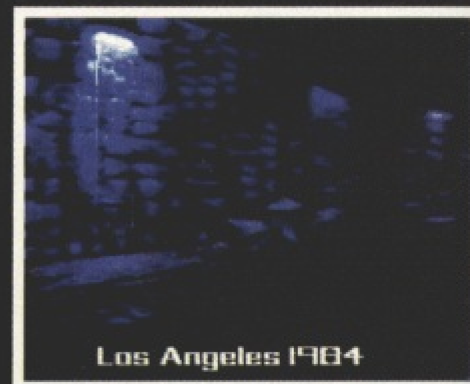
TERMINAL TRIVIA



Unleashed on the public in 1984, James Cameron's *Terminator* was poorly received at the box office. Hardly suprising when you consider that it was up against the likes of ***Beverley Hills Cop*** and ***Indiana Jones and the Temple of Doom.*** But as in 1982 with ***Blade Runner, Terminator*** quickly became a cult movie. The film helped establish the acting career of Arnold Schwarzennger, who was previously only known for his sword-swinging, camel-flattening biceps in the *Conan* movies and as a crummy cowboy alongside Kirk Douglas in *Cactus Jack. Terminator* introduced millions of movie goers to for the ex-world champion body builder from Austria and ever since he has dominated the film industry — and he's still going strong!



Bang! You're dead! That'll teach him to laugh at the colour of your overcoat!



It's time to go back to 1984 and rescue Sarah and John Connor

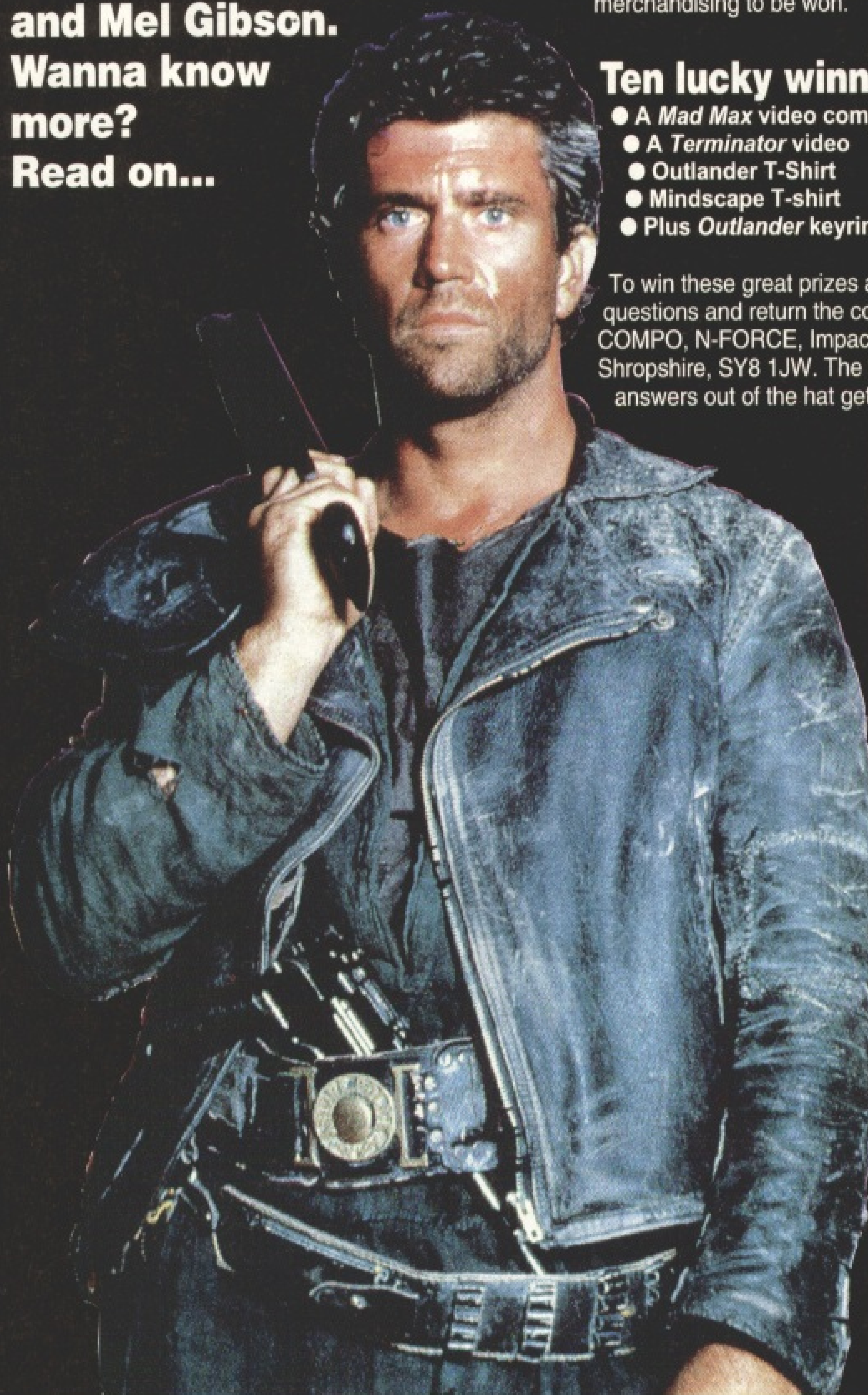


As soon as you get off the truck to deal with the enormous attack droids — they disappear! Never mind, save your ammo for the next level!

MEET YOUR MAKERS!

It's competition time again! Here's your chance to win a night in with Arnold Schwarzenegger and Mel Gibson. Wanna know more? Read on...





Wow! Have we got fantastic news for you! N-FORCE have teamed up with those generous guys at Mindscape to bring you the very best in competitions. To celebrate the release of *Terminator* (check out the exclusive review on page 28) and *Outlander* on the SNES, we've got a mass of merchandising to be won.

Ten lucky winners will get:

- A *Mad Max* video compilation
- A *Terminator* video
- Outlander T-Shirt
- Mindscape T-shirt
- Plus *Outlander* keyring and badges

To win these great prizes answer these simple questions and return the coupon to MINDSCAPE COMPO, N-FORCE, Impact Magazines, Ludlow, Shropshire, SY8 1JW. The first ten correct answers out of the hat get the prizes.

Video Nasties.

1. How many *Mad Max* films have there been?
a. 10 ❐
b. 3 ❐
c. 1 ❐

2. Who plays the Terminator?
a. Arnie ❐
b. Barny ❐
c. Barbie ❐

3. What do you do with a T-Shirt?
a. Train it ❐
b. Fight with it ❐
c. Wear it ❐

Name..

Address..

....

....................................Postcode..

Age (If you're under 15 you will have to get your mum and dad (but not your best mate or big brother) to sign here:

I consent to my son/daughter receiving a copy of Terminator (BBFC cert 18) and Mad Max (BBFC cert 18) if he/she is a winner

Signed..

Relationship (eg mother)..

Don't forget the editor's decision is final. If you don't want to receive mail from other companies please tick this box ❐



SHOOT-'EM-UP

SNES

AVAILABILITY

Producer: .... Nintendo
Supplier: .... Krazy Konsoles 0422 342901
Price: £64.99
Status: .... Official UK release

OPTIONS

Players: 1
Continues: .... 1 per 10,000
Skill levels: 3
Save option: .... Training mode

FIRST GLANCE

CHIKE: *The most addictive shoot-'em-ups I've ever played. I can't get enough!*

CHRIS: *Breathtaking 3D shoot-'em-up action — this is definitely the game to beat!*

CARL: *One of the best games ever — It has to be seen to be believed! Get a copy now!*

95 GRAPHICS *Superb 3D shaded polygons!*

90 SOUND *Impressive soundtrack and digitised alien*

92 PLAYABILITY *With a little practice flying is a doddle!*

94 LASTABILITY *Plenty to keep shoot-'em-up fans happy*

FORCE FACTOR 92 *An absolutely excellent addition to the SNES's armoury!*

Prepare for take off, full throttle on the afterburners and shoot to kill. The first Super FX game blasts onto the SNES leaving the competition light years behind. Is this the best game ever? N-FORCE reveal all...

STAR

The once peaceful planet of Corneria is under attack from the evil Emperor Andolph and his ruthless gang of space mercenaries. The planet's only hope of survival is StarFox squadron — an elite group of animal space fighters dedicated to preserving interstellar peace.

These group of top guns are; Fox McCleod, Falco Lombardi, Peppy Hare and Slippy Toad and they're the toughest bunch in the galaxy.

In this dazzling 3D shoot-'em-up, you play the leader of StarFox squadron, Fox McCleod, and command the group through a variety of deadly missions.

The number of levels varies depending on which of the three difficulty settings you choose — though the first and last levels are always the same. To give you an idea of how big the levels are, Level One — the battle to reach Venom — is made up of six stages. Playing all three difficulty settings in the game means taking a total of 20 missions — enough to test the mettle of even the toughest hot shots.

Most stages feature a behind-the-spaceship perspective but you can switch to two other views — one inside the cockpit



Flashy flying is needed to duck and avoid the moving bars inside the space station. One wrong move and the ship ricochets around.



Entering the end of the space station the SNES goes into an automatic sequence of tunnels and multicoloured tubes. Scary stuff eh?



These huge robots are going about their daily business, moving girders from one place to another — but blast them out of the way anyway!

NICK: 'The ultimate blast!'



Being the first Nintendo game to use the new Super FX chip, *StarFox* has certainly had a lot of hype. I'm glad to say all the research and development that's gone into this new Nintendo invention has definitely paid off — this is a new dimension of console shoot-'em-up!

Landscapes, enemies, power-ups and guardians are created from hundreds of 3D shapes then rotated and scaled as you fly by in the StarFox fighter. Add to this Mode 7 graphics on asteroids and explosions and you've got one hot piece of kit!

There's plenty of depth in the gameplay and enough options to cater for all skill levels — the training mode for brushing up on ground-skimming skills and target practice is excellent!

The visuals are stunning, the scrolling is silky and with the atmospheric soundtrack playing *StarFox* is an incredible experience.

I've played hot shoot-'em-ups before but nothing has ever come close to this — I just can't tear myself away! One of the best games I've ever played — I can't wait for the next Super FX release. ***NICK 94%***



and another for monitoring long-range space activity. There's a huge boss on each stage including; a missile-launching Attack Carrier, a Dancing Insector machine, a shape-changing Phantron robot ship, and a dinosaur-type creature called Monarch Dodra.

To ease you into the action there's a screen displaying joypad and button functions and a gentle training mission allowing you to try out the controls and weapons.

Better make the most of the practice option because once you take to the skies, it's every fox, falcon, rabbit and toad for himself!





FOX

TOP GUNS

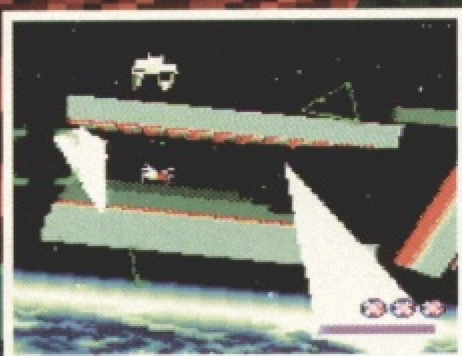
The *StarFox* crew members are all animal hybrids specially selected for compatibility and their individual skills in flying and blasting. Here's a character profile…

Fox: the leader of the gang and the best pilot in the galaxy! This sly geezer makes daring raids on enemy targets while the rest defend his rear.

Peppy: this rabbit is newest member of the group. He is responsible for providing back-up and covering fire for the other crew members.

Falco: the falcon is the maverick of the team. He is famous for his aggressive flying but hates being second in command. His ambition is to overthrow Fox and become top pilot

Slippy: a slimy toad with horrible warts! No matter how desperate a situation seems Slippy always looks on the bright side. He is famous for his fancy flying which usually puts the team in danger.



Avoiding these flying steel chunks is easier with a view from inside the ship. Press [SELECT] to change the views while playing.



TECHNICAL TALK

The Super FX chip (incorporated, for the first time in *StarFox*) has been developed by Argonaut — a British company famous for developing 3D games. A cart using the Super FX chip is able to rotate and scale sprites and backgrounds — the well known Mode 7 SNES feature — at a much faster rate than normal. This means game action can be speeded up to arcade standards.

This all sounds great, but how does it work? In simple terms, the SNES processor is speeded up — to 10 MHz (megahertz) compared to the 3.58 MHZ the SNES normally runs at — so it can cope with the complex maths needed for 3D filled-polygon animation.

What all this means is Nintendo is one step closer to making arcade-quality games available for the 16-bit console — which can only be good news for game fiends!

STOP PRESS

The latest news from Nintendo is that the UK pal version of *StarFox* will be called *StarWing*. Gameplay will remain identical though.



Clever flying through the arches is rewarded with loads of bonus points. Of course it can also loose you a wing so it might not be such a good idea!

ROB: 'Sheer masterpiece!'



I'm not one to be taken in by hype but after playing *StarFox* I can see what all the excitement is about. Some of the sections remind me of the flying levels in *Super Star Wars* which is a great achievement, but *StarFox* goes one step further. Gameplay is breathtaking — jetting through asteroid belts and crowded space lanes really gets the adrenalin pumping!

I found the training mode very useful. Mastering the controls is essential, especially when you need to pull 360 degree rolls through tiny gaps at light speed. There's only one word to describe the graphics — awesome! The shading on the polygon-mapped space ships is incredibly realistic, the high-power explosions are phenomenal and the up-beat music sets the perfect atmosphere for alien blasting. If you buy one game this year, make sure it's *StarFox* — your senses will love you forever!

ROB 91%

WHO'S THE BOSS?

No shoot-'em-up is complete without mega-huge guardians to sort out. *StarFox* is no exception and has some of the most impressive enemies ever seen. Take a look at these...



BOSS 1
This mothership sneaks up behind the squadron to give a surprise attack. Blow away the flashing targets on either side then simply blast away at the tank shape that charges at Fox.



BOSS 2
On the either side of this crusher are wings with four pods. When they flash red give them a mega-blast then avoid the masses of flying missiles.



BOSS 3
At the core of the mothership is a rotating drum filled with laser fire. Destroy the power links on the walls while avoiding the operator then blast the core.



BOSS 4
Spiders make most people squeamish but this one is especially ugly. It has razor-sharp legs that need to be blasted. When hit he spins so watch out!



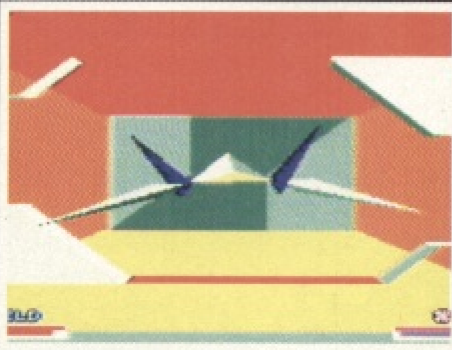
ET AL!
These are the Level One guardians. Levels Two and Three have more terrors in store for unsuspecting players. Get your missiles out and blast away!



Complete a level and the damage of each team mate is assessed. Don't kill off your friends, they are essential for those tough later levels.



Here's Mr Fox at the bar — not the one in the pub but a great big menacing one that is about to go through his windscreen. Help!



The doors inside the space station open automatically. It's a good job really or else Fox would blast through them!



More spinning girders that just always seem to be in the way. It's like driving down the M25!

FISHY CHIPS

You've probably heard the rumours but now it's time to put the record straight. This amazing new Super FX chip game will NOT work with the majority of cartridge adaptors! If you look at the socket on your adaptor you can check whether yours is one of them.

The imported *StarFox* cart uses the side connectors to send information into the SNES. So, if your adaptor only has the middle connector and no small side ones, all you will get is the title music and no graphics!

To solve this problem you need a special adaptor that includes the two side connectors — for example the Games Master convertor. A far better idea is to buy the official UK cartridge scheduled for release this month.





Gamepro
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MONTHLY COMPETITION
Each title purchased from us puts you into our monthly draw to win £100 worth of software of your choice!!! Plus each console purchased enters you 3 times. Winners will be notified by letter.

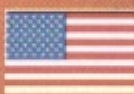
MON-FRI 9AM-9PM
SAT/SUN 9AM-7PM
071 930 0600

We have many other items in stock, so if you don't see the game you want - CALL!!!

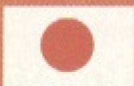
A pick up facility is also available for customers placing orders. Orders must be placed by telephone at least an hour prior to collection.

USA SUPER NINTENDO

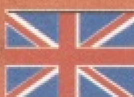
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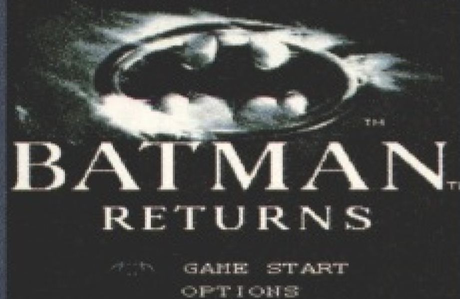
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BEAT-'EM-UP

SNES

AVAILABILITY

Producer: Konami
Supplier: Krazy Konsoles 0422 342901
Price: £57
Status: Japan import

OPTIONS

Players: 1
Continues: 3
Skill levels: 5
Extras: None

FIRST GLANCE

CHIKE: Looks and sounds great but take away the frills and this is just a basic beat-'em-up!

CHRIS: Amazing soundtrack and brilliant presentation ruined by frustrating gameplay — what a shame!

CARL: Moody and menacing the Dark Knight returns — what a great looker!

90 GRAPHICS Breathtaking backdrops and sprites

92 SOUND The movie soundtrack in full stereo — brilliant

63 PLAYABILITY The usual beat-'em-up moves with nothing new

62 LASTABILITY Level after level of tripe will bore most players

FORCE FACTOR 76 A visually stunning but bog standard beat-'em-up conversion



Holy moly! It's a giant flying mouse! Will the caped crusader p-p-pick up a penguin? Will Robin ever get a game of his own? Will Batman return? All is revealed...

As the velvet cape of night falls over the snow laden streets, Gotham City prepares for another night of terror at the hands of the clown gangs. It may be Christmas but no one is celebrating.

As the people of Gotham gather to hear the plans for their future from twisted tycoon Max Shreck, a strange shadowy creature creeps from his haven deep in the sewers.

The Penguin is back! Abandoned as a baby, due to his deformed body he is now insane. He has returned to wreak havoc upon his family and the race that spurned him — and he's not alone!

His latest accomplice is the savage and sadistic feline fanatic, Cat Woman. Once meek and mild, she's been hurled into trauma-induced psychosis by the only man she trusted — Max Shreck — and now she's out for revenge.

With the authorities powerless to intervene only one hope, one saviour, one man can come to the city's aid. This dark hour needs a dark hero. Batman — The Dark Knight — returns…

Taking place over seven levels this is a standard beat-'em-up with the attraction of an into-the-screen 3D race-an-blast sequence. As Batman you take on killer clowns in the first stages. There are fat ones, thin ones, stilt walkers, clowns with rocket launchers, clowns on bikes — the list is endless. Later in the game you confront Cat Woman and The Penguin supported by his missile-armed minions. Each level is introduced by a short movie-style sequence including excellent digitised stills from the film.

As the winged wonder you are often in need of help so look out for power-ups including energy, lives, bat-o-rangs and a grapnel gun. What do you mean *Batman Returns*? He never went away!



The caped crusader has a cool selection of moves to use against his foes. This cape spin knocks over anything or anybody in range, but it uses up loads of energy!

NICK: 'A bit disappointing'



I was all excited when I heard *Batman Returns* was coming into the office. The preview screen shots looked brilliant but when I saw the finished game I couldn't believe my eyes!

The game is visually excellent from the atmospheric backdrops to the slick animated sprites and cool bat logo effect when changing levels. The trouble is that it plays like a dog! Walk left, walk right, jump, punch. Haven't we seen this all before?

Just as I was about to give up on the game I came to the Batmobile level where the idea is to blast away anything that moves. This again looks quite impressive but has nothing new or stimulating to offer.

Batman Returns does excel in the sound department though — anyone who has seen the movie will recognise the music straight away. Beautiful synthesized sounds fill the speakers in stereo. If there was a sound test option I would have used this instead of having to play the game!

If you are a fan of beat-'em-ups or Batman you may consider this an essential purchase. Anyone else should save their money for a more original and playable game!

NICK 73%


This is what happens when Batman doesn't look where he's going! Somebody call an ambulance quick! He's going to need a few stitches!


If you battle through the first five levels of beat-'em-up action Batman gets to jump into his Batmobile and go for a spin through the streets of Gotham City. The Penguin's henchmen are soon out to stop him though.



ATMAN RETURNS



The enemies come in all kinds of weird shapes and sizes! If Batman doesn't get squashed by the giant clown with a huge bum, the stilt walker sets fire to his cape with a fiery torch. Gosh! Life's tough when you're a super hero.

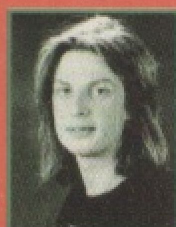


One of the best parts of the game is the show-down between Batman and the stunning Catwoman — nice leather suit!



Although she looks harmless, this sadistic feline takes great pleasure attacking Batman with her leather whip!

ROB: 'Standard beat-'em-up with frills!'



No sooner does Batman kill one enemy than another comes along. This time its the dreaded and feathery Penguin that hounds the city with his evil hoards of fanatical kamikaze followers. Throughout each level there are a terrific number of thugs to beat up.

The beat-'em-up sequences are very polished but offer nothing spectacularly new. The Batmobile sequence is much more fun — shame it doesn't last longer!

The animation throughout the whole game is superb, each character is well detailed and very colourful. The sound is typical of the movie very fast moving and an ideal accompaniment to the action sequences.

However, despite all this I couldn't help but feel disappointed by the game's lack of originality. Beat-'em-ups get very boring after a while even if the graphics are pretty amazing. So there's the choice — if you crave graphics and sound this will blow your mind but if you're after an original title with great playability, look elsewhere. ***ROB 78%***



PLATFORM

GB

AVAILABILITY

Producer: .... *Mindscape*
Supplier: .... *Mindscape*

Price: *£24.99*
Status: .... *Official UK release*

OPTIONS

Players: *1*
Continues: .... *None*
Skill levels: *1*
Extras: .... *1-7 lives*

FIRST GLANCE

NICK — *"Chick, chick, chick, chicken! I just adore this game. It sends my giblets racing!"*

CARL — *"I'm going to eat you little chicky! Blimin' hell, no foul play this is perfect poultry action!"*

CHIKE — *"It's got to be one of the top GB games I've played, and only the best will doodle-do!"*

89 GRAPHICS *Cartoon mayhem with great animation*

80 SOUND *Jolly tunes but blippy sound effects*

89 PLAYABILITY *Simple but responsive controls*

88 LASTABILITY *A joy to play and plenty of levels to conquer*

FORCE FACTOR 88 *A great platformer let down by occasional screen flicker.*

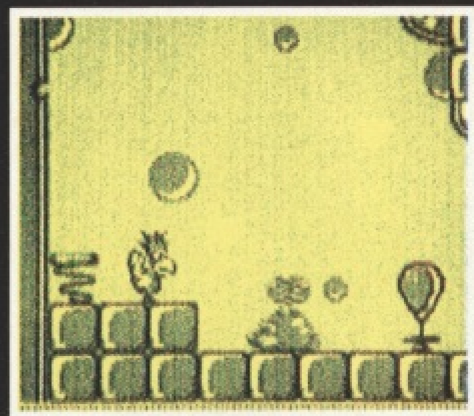
Move over Colonel Sanders, there's a new chicken in town! Alfred, the Kentucky-fried super hero, struts his stuff in an all-new platform extravaganza and it's finger lickin' great!

Enter the world of Alfred Chicken, a tender young chicken with a mission. In true platform tradition, the aim is to collect all the stars in a level then escape to a bonus stage — sounds like a piece of cake but each level is full of spinning nasties and clockwork mice out to stuff you!

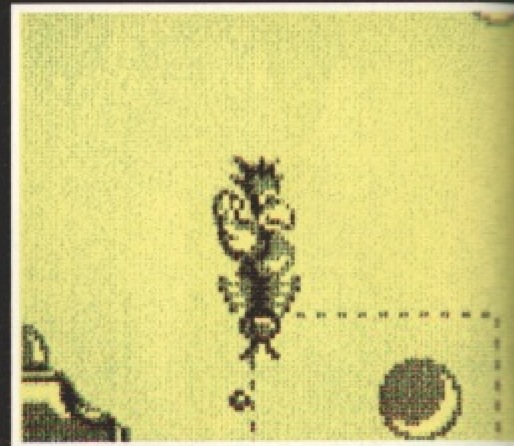
So what can our poor, defenceless feathered friend use against these ferocious foes? A simple peck doesn't have any effect but Alfred's torpedo-style nose-dive attack is ideal for dealing with awkward enemies.

There are balloons hidden around the levels which, when pecked, save Alfred's position. Switches turn blocks on and off, enemies regenerate when Alfred walks off screen and there are lots of hidden extras and bonuses to find.

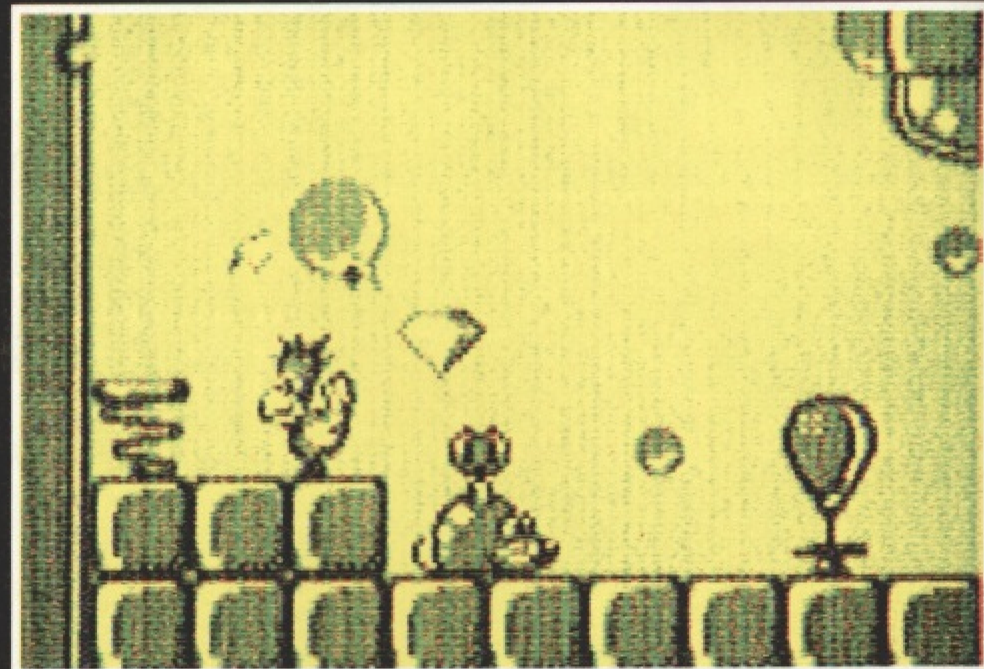
It's difficult to come up with original ideas for platform games these days but Mindscape are definitely onto a winner with *Alfred Chicken*.



Hey you mouse! Get out of my way or I'll peck your eyes out and go cockadoodledoo!



What out Alfred! One wrong move and it's off to that chicken McNugget box in the sky!



Each level is packed with wild and wacky characters to peck. The springs (bottom left) give Alfred Chicken a lift to high ledges. He can also soar into the air then come shooting down to the ground like a missile. Wow! What a plucky chucky !

CHRIS: 'Definitely no turkey!'



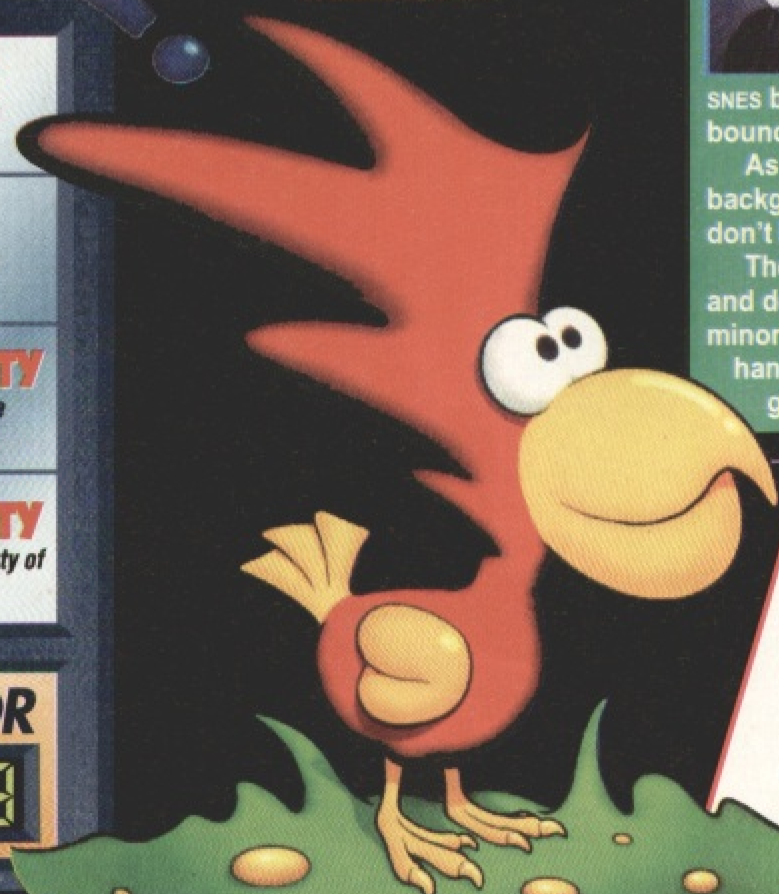
Forget the stuffing because this little chicky is most definitely alive and kicking. If it's finger-lickin' portable platform action you crave, this tasty morsel has got it by the bargain bucket load!

Format is nothing new, but the gameplay is excellent and Alfred's dive-bomb attack is hilarious. The idea of pecking balloons reminds me of *Road Runner* on the SNES but *Alfred Chicken* is a funnier game to play — the way Alfred bounces around the screen like a Sun Valley pinball is superb!

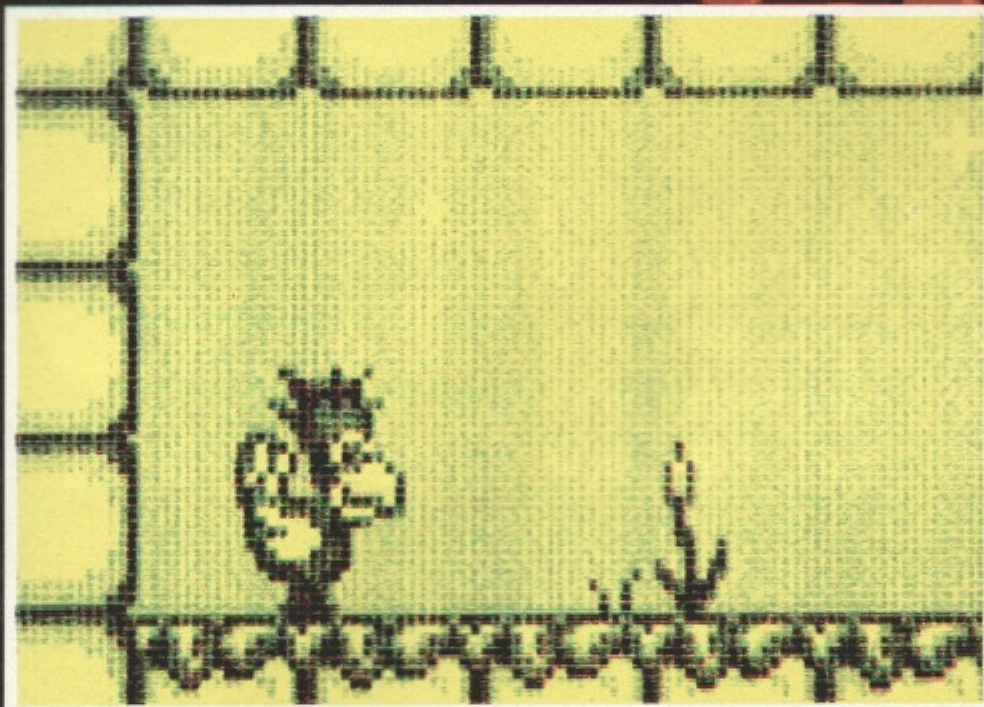
As each level is made of stages linked by doors, and most of the backgrounds look the same, it's very easy to get lost — thankfully you don't have to repeat sections if you die.

There are few viewing difficulties caused by occasional sprite flicker and dodgy shading which is very frustrating. However, apart from these minor niggles *Alfred Chicken* is a fun platform game that will delight all handheld owners. If you've finished *Super Mario Land 2*, give this a go.

CHRIS 88%



ALFR



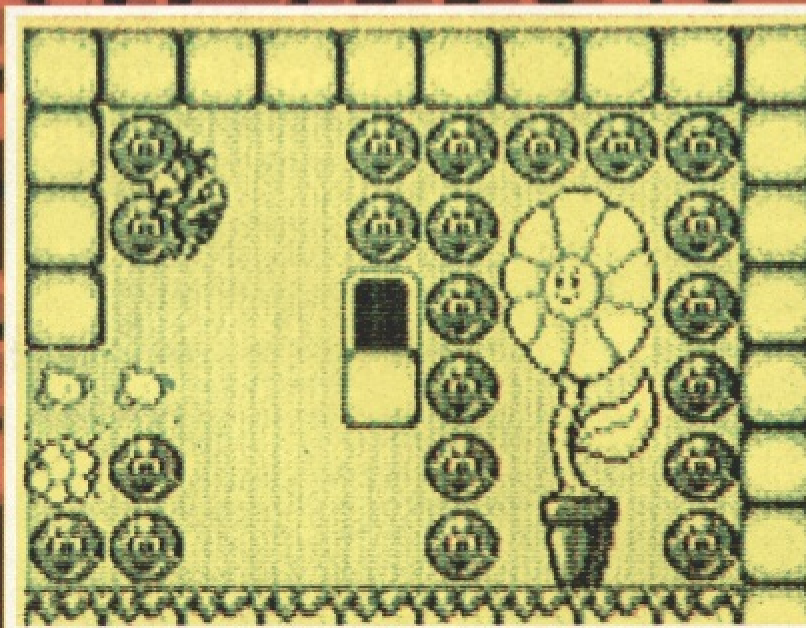
Aww! Poor Alfred looks a little sad. He's got no clockwork characters to play with, only a blade of grass. He shouldn't have pecked them all away should he?

ROB: 'It's boootiful!'

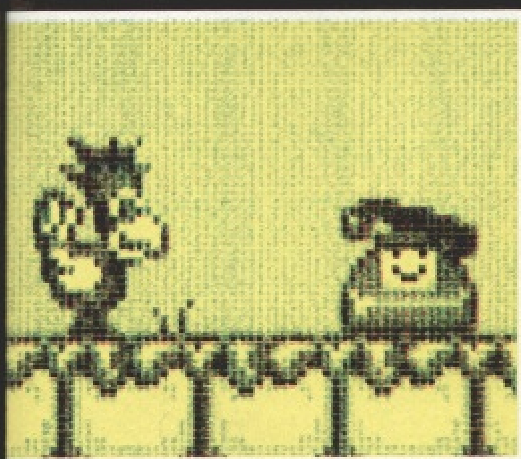
I can't remember playing a game that has a chicken as its main character — some are pretty foul but no chickens! *Alfred Chicken* is a Game Boy platformer with interesting twists in the gameplay. The variety of moves is excellent, Alfred's nose-dive attack is a great touch and the hidden exits give the game a *Mario* feel.

Game Boy graphics are put to good use with plenty of excellent animation — when Alfred dies (or clucks it!) feathers fly everywhere, then he returns as an egg and hatches. The jolly music is a perfect match to the fun feel of the game. *Alfred Chicken* is an original and very addictive platform game that will appeal to all games players.

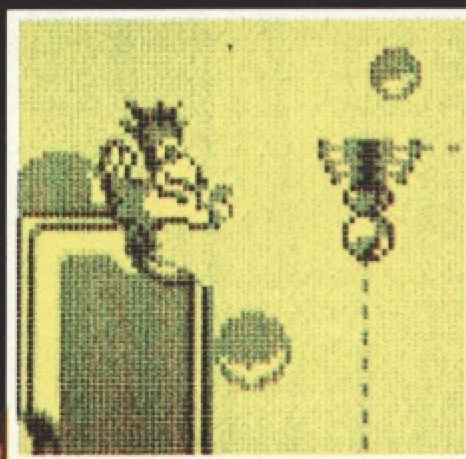
ROB 86%



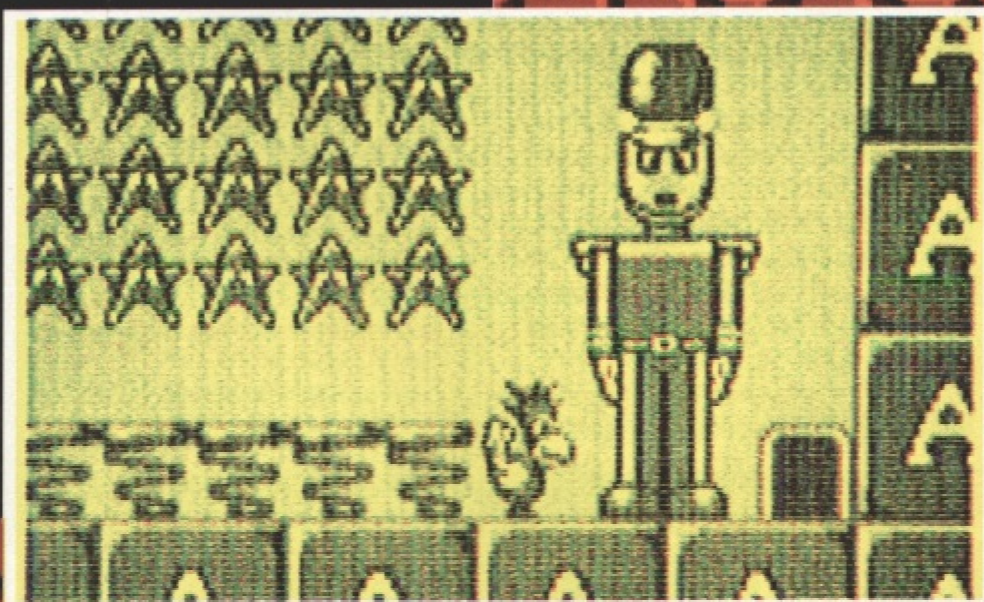
Reach the end of the level and the lovely flower puts a rocket up Alfred's bum and sends him on to pick up as many bonuses as he can lay his beak on. The graphics and sound are really amazing!



It's for you-hoo! In a break between levels, Alfred phones his agent to discuss the new chicken fingers advert!



These platforms whizz around the level linking up the game. Standing on them is tricky so always try to hover first.



In this bonus room the object is to leap on the springs and collect as many stars as possible. When you've grabbed them all make your way to the door (bottom left) leading to the next level. If you've got time have a chat to the toy soldier!



What are snails famous for? That's right! Being slow. This is great news for Alfred because he can peck the little blighters before they can do him any damage. Don't forget to keep collecting those delicious diamonds!

ED CHICKEN

SUPER TETRIS 2 +BOMBLISS

1 PLAYER
2 PLAYERS
OPTION MODE

PUZZLE

SNES

AVAILABILITY

Producer: .... *Bullet Proof Software*
Supplier: .... *Krazy Konsoles 0422 342901*
Price: *£55*
Status: .... *Japanese Import*

OPTIONS

Players: *1*
Continues: .... *Infinite*
Skill levels: *1-30*
Extras: .... *Save Option*

FIRST GLANCE

NICK — *Well, it's Tetris isn't it? What more can I say? Nice game but I wouldn't pay £55 for it!*

ROB — *Block-stacking good fun with the added bonus of an extra game.*

CARL — *Quite a fun game but what's the point? Get yourself a Game Boy instead!*

60 GRAPHICS *Clear with lots of colourful backgrounds*

55 SOUND *A variety of chirpy tunes but nothing spectacular*

85 PLAYABILITY *Instantly addictive and a joy to play*

82 LASTABILITY *Thirty skill levels and two different games*

FORCE FACTOR 77 *Classic strategy-based arcade action let down by poor FX*

SUPER TETRIS 2 + BOMBLISS

The age-old game of blocky fun from the Game Boy now comes to the SNES in glorious technicolour and with an extra explosive puzzler bolted on!

Tetris — the game that spawned a thousand rip-offs — has finally arrived on the SNES. For the few that don't know what *Tetris* is all about, the aim is to mix and match falling blocks to form horizontal lines.

When a line is completed it disappears and the mass of blocks drops down the screen. As the game progresses, blocks fall faster and the game is over when blocks reach the top of the screen

The game features A, B or C game types which progress in difficulty by giving different screen effects as you play. Blocks rise from the bottom making creating lines much harder and on the later skill levels the blocks fall at an incredible speed!

The SNES version is in beautiful full colour, with wonderful scenic backdrops of waterfalls, and features an extra game — *Bombliss* — in which lines of matching blocks explode leaving devastation and lots of points.

There are two sections to *Bombliss:* Contest, where the aim is to clear thirty progresively-difficult stages by using the built-in mines to blow away lines; and the mind-boggling Puzzle game, giving you a pattern of blocks and a set amount of moves to destroy the whole lot. .





When the blocks reach the top of the screen the game is over. Watch the top window to see the next shape to drop.

CHRIS: 'Non-stop addictive action.'

Okay, I admit the thought of *Tetris* on the SNES made me laugh. I mean, converting Game Boy games to the SNES is like buying a Ferrari and fitting a Mini engine! However, a couple of games was enough to convince me that the Mini engine has been given one hell of a turbo boost!

If you're expecting a straight conversion, you'll be pleasantly surprised. The extra game — *Bombliss* — is a great title in its own right and *Tetris* is as brilliant as always.

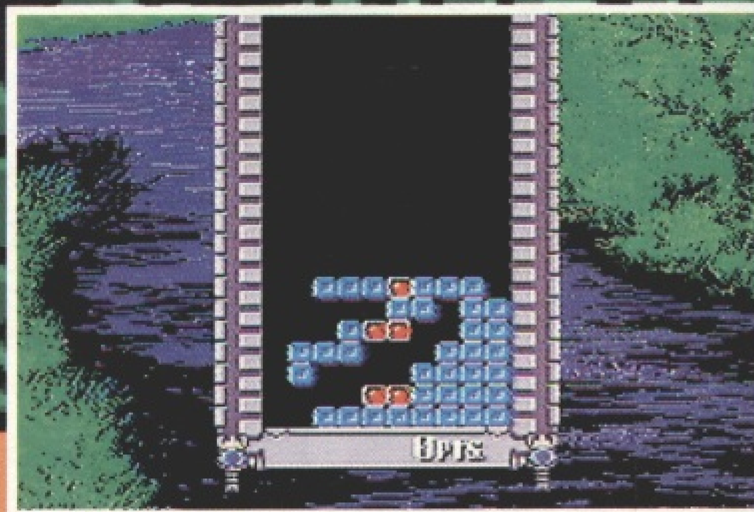
To be honest, the addition of colour doesn't make that much difference. *Tetris* has never been about great graphics, just honest addictive gameplay and this cart maintains that tradition admirably.

Critics will say it's not worth the money. They may have a point, but two games with five different game types is a lot more variety than most carts are offering.

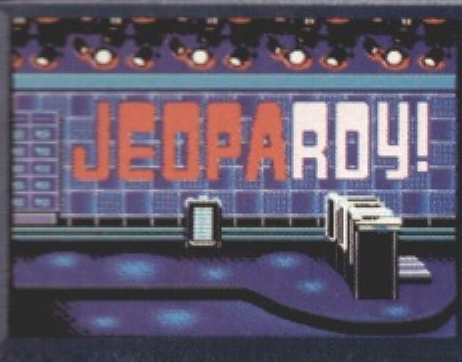
If you're prepared to sacrifice graphics and sonics for playability and lastability, *Tetris* will give you many hours of timeless fun. ***CHRIS 77%***



This awkward Z shape fits perfectly in the bottom right corner of the puzzle — you see it's easy isn't it!



Rotate blocks to fit into gaps. Turn this horizontal piece into a vertical block and slide it into the left side of the puzzle.



QUIZ

SNES

AVAILABILITY

Producer: .... Game-Tek
Supplier: .... The Computer Game Shop 0743 363300
Price: £50
Status: .... USA Import

OPTIONS

Players: 1-3
Continues: .... None
Skill levels: .... None
Save option: .... Double Jeopardy!

FIRST GLANCE

NICK: *What a waste of money! Don't you dare buy this game — give me the £50 instead!*

CHRIS: *Good fun for a couple of games but quickly becomes boring — pity the questions are about America!*

CARL: *'The answer is... buy another game because this is terrible, trite rubbish of the worst sort!'*

48 GRAPHICS *Colourful with really dodgy animation*

34 SOUND *Terrible quiz show-style music — sampled speech*

56 PLAYABILITY *Easy to play, but what's the point?*

47 LASTABILITY *Just like the real thing — boring!*

FORCE FACTOR 46 *As naff as the original without the prizes!*

JEOPARDY

Who wants to be a millionaire? Now's your chance to test your general knowledge and be a TV star. Get that trigger finger on the buzzer and prepare to win a fortune!

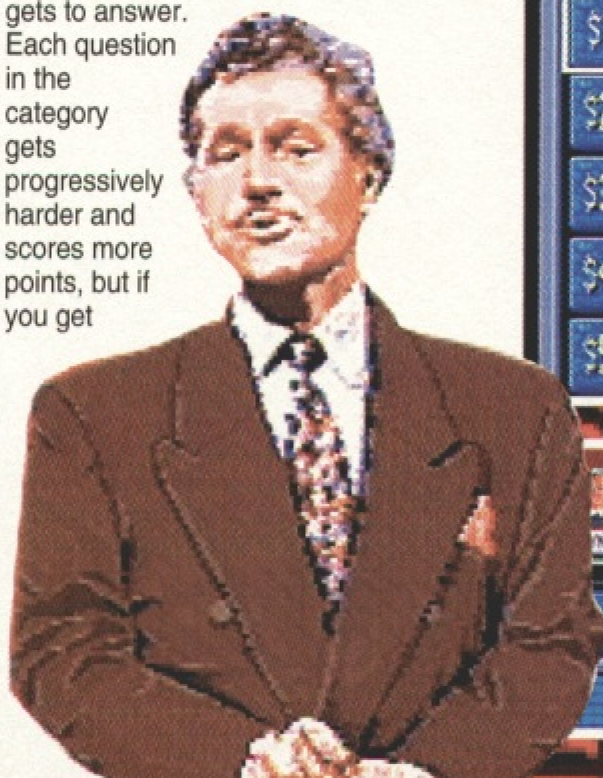
Adapted from the quiz first screened in America — but now on daytime TV in this country — *Jeopardy* makes its console debut on the SNES.

Gameplay follows the same format as the TV show, except you play for points instead of cash! For those who've never had the pleasure (or been spared the misfortune!) the aim of the game is to answer questions on a variety of subjects giving your response as a question — Americans always have to confuse things don't they! For example, if the quiz-master said, 'The best Nintendo mag in the world.' we would all shout 'What is N–FORCE?' You see, it's easy!

Begin the game by choosing one of five contestants each dressed in woolly jumpers and sensible shoes, although their clothing doesn't effect their IQ level — good job really!

An extra bonus is the three-player option (the third player shares a controller) making for trivia battles against friends or family. After the players have been picked, the game screens flash subject categories — if you can't find a topic you know anything about, a quick press of [SELECT] brings up a new set of categories. When you're ready, the game begins and the first player to press their buzzer gets to answer. Each question in the category gets progressively harder and scores more points, but if you get an answer wrong the question's value is deducted from your score — so if you're not sure, keep your mouth shut!

After all the questions have been used up, the game turns into Double Jeopardy (double points!) and after that Final Jeopardy — the grand final — where the contestants can gamble their winnings on a deciding question.





Choose a character and enter your name — although each player looks different they are all equally matched.

ROB: 'Save your cash!'



Things are getting really desperate when an American quiz game is converted to the SNES — whatever next, a console version of *That's My Dog*!

The action is very slow — inputting answers takes ages and quickly becomes boring — and the sketchy graphics give the game a naff daytime-TV feel.

There are all the standard subject categories — History, Pop Music, The Movies etc. — and some pretty obscure ones that make gameplay very frustrating.

The badly-animated quiz-master quickly becomes annoying and the contestants look like the cast of *Bay Watch* — they're very quick on the button though so you better have your thinking head on!

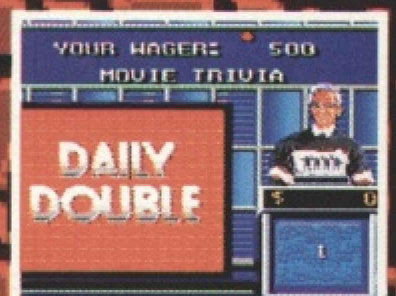
The theme music is a typical quiz show tune — dreadful! It's repeated endlessly and drives you absolutely barmy. My advice is to stay well clear of this game. It's okay for an afternoon's entertainment but nowhere near worth the £50 price tag. *ROB 48%*

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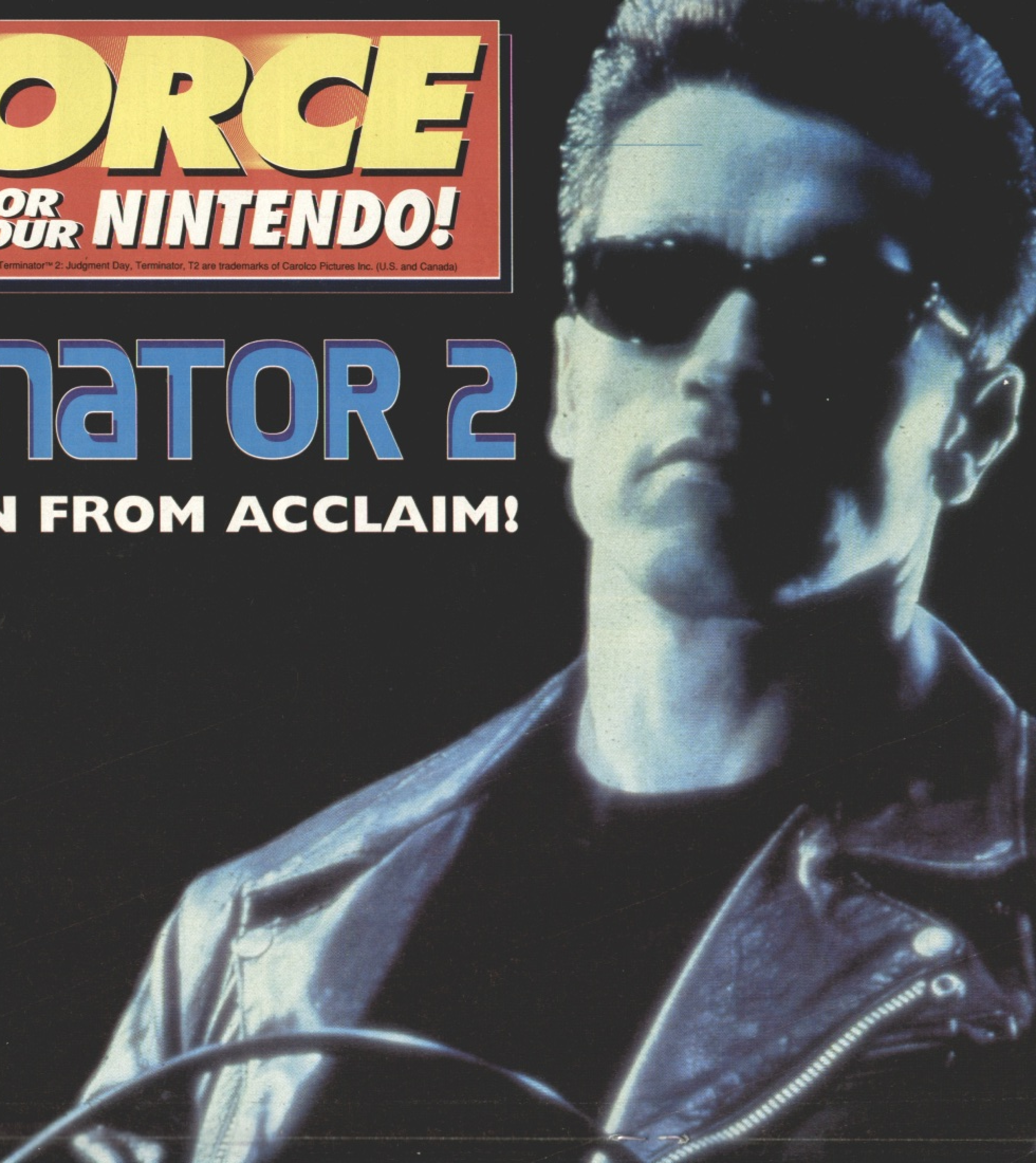
There are six categories with five questions in each. Find the Daily Double — a bonus question hidden in one of the categories — and you determine the question's value by gambling a proportion of your score.



Whoever has the most points at the end of the game is the winner. Come on then grandad! Get your brain in gear!






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RPG

NES

AVAILABILITY

Producer: .... Konami
Supplier: ....

Price: £19.99
Status: .... Official UK release

OPTIONS

Players: 1
Continues: .... None
Skill levels: 4
Extras: .... Save option

FIRST GLANCE

NICK: "An interesting sea-bound RPG that soon becomes boring"

CHRIS: "Poor graphics and frustrating gameplay make this buccaneering adventure a real drag"

CARL: "Below-average gameplay and graphics — about as much fun as walking the plank!"

33 GRAPHICS Jerky, flickery and very dull.

36 SOUND Irritating, with no catchy melody and poor FX

46 PLAYABILITY Awkward and very difficult controls

43 LASTABILITY Gameplay is not challenging enough

FORCE FACTOR 45
"A basic and disappointing role-playing adventure.

PIRATES

Ahoy there! Get yourself a false beard and an eye patch and set sail for the seven seas. This role-playing adventure is just like taking a world cruise — there's even a giant swimming pool with a plank for a diving board!

Everyone dreams of becoming a pirate at some time in their life — the open seas, the treasure chests full of gold, the parrot poo down the back! What? You mean you never did? Oh well, we're a strange lot here at N-FORCE!

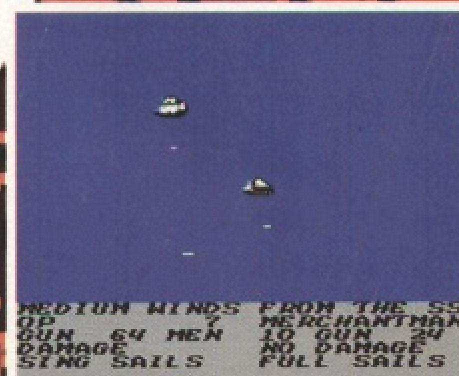
This role-playing adventure from Konami gives all potential peg-legs the chance to live out their fantasies. After selecting the relevant options for time period, skill level and family name, it's straight in at the deep end with a ship to sail around the Caribbean and a crew to manage.

The objective is to become rich and famous, marry a beautiful woman and make a name for yourself in the world of buccaneering — highly sexist I know, but there were never many women pirates!

The adventure starts in a small town and you have a variety of options to select — visit the town governor for advice and maps, buy handy items from local merchants, or take a trip to the tavern where your crew can eat, drink and make merry!

The action is split between arcade-style sequences where swords are drawn for a swash-buckling fight to the death, the open seas where the ship sails around various coastlines and text-based role-playing sequences illustrated with animated pictures.





A life on the ocean wave! The pirates chase a ship in an attempt to steal any treasure that might be aboard.

ROB: 'No buried treasure here!'



Argh! Hoist the Jolly Roger and splice the mainbrace. Wow! When I read the instructions to *Pirates* I got really into the whole pirate scene — erm... sorry about your leg Nick!

The thought of sailing the seven seas, growing a black beard and pilfering loads of gold really appeals to me. The big draw back is although the booklet makes the action sound great, the game is a total disappointment.

***Pirates* is a basic role-playing adventure with as much excitement as walking the plank in shark-infested waters. The action is so slow and forgettable... where was I? Oh yeah! The idea is good, but the presentation is dreadful.**

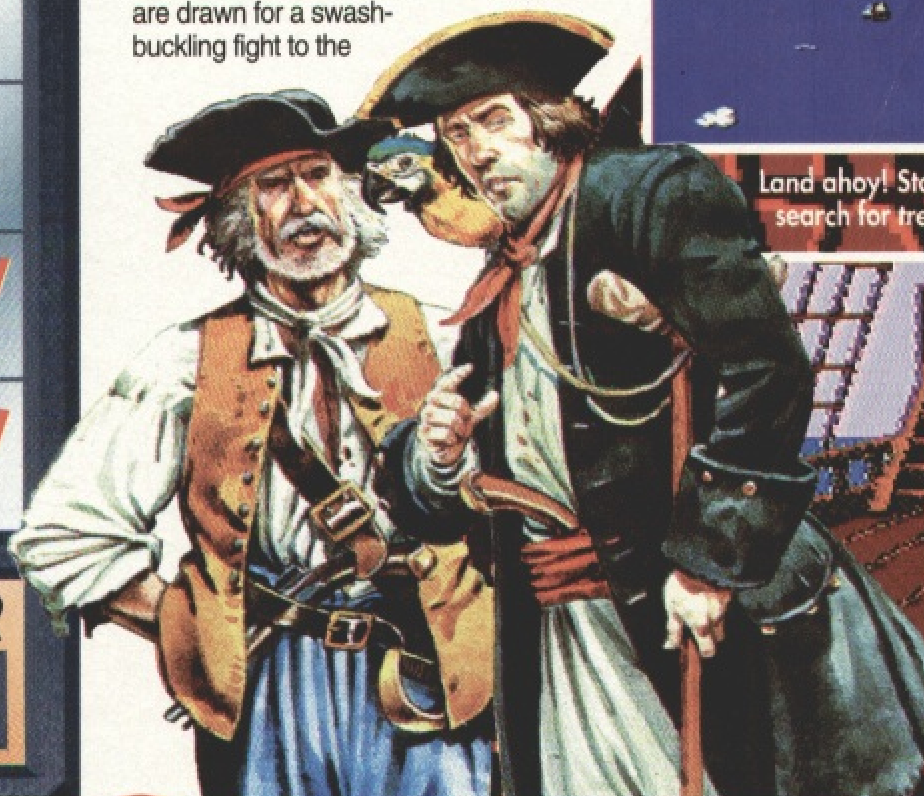
The animation and graphics aren't too hot either, there's plenty of irritating screen flicker and the music and sound effects are really boring. Nice idea but save your pennies for the sequel! *ROB 46%*



Land ahoy! Stop the ship and search for treasure.

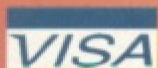


On the interactive text screens you get to choose your next move.





Choose the fight option and the action cuts to an arcade-style sequence giving you control of the hero.



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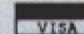
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ADDAMS

PUGSLEY

PLATFORM

SNES

AVAILABILITY

Producer: .... Ocean
Supplier: .... Krazy Konsoles 0422 342901
Price: £49
Status: .... USA Import

OPTIONS

Players: 1
Continues: 3
Skill levels: 1
Extras: .... Passwords

FIRST GLANCE

ROB: *Lots of excitement and loads of great levels to conquer. I've been playing it for ages!*

CHRIS: *Much harder than the original. Graphics are excellent but the sounds are annoying!*

CHIKE: *I had more fun with the original even though it was easier — but still a very playable game!*

92 GRAPHICS — *Out of this world! A SNES masterpiece*

88 SOUND — *The familiar Addams tune and 'parping' effects*

88 PLAYABILITY — *Tough level designs sort the men from the boys*

89 LASTABILITY — *This isn't one to complete in an afternoon*

FORCE FACTOR 87 — *Visually stunning but not as playable as the first game*

Walking hands, spooky stairs and cauldrons full of witch's brew... this can only mean one thing. That ookie kookie family are back again causing havoc on the SNES!

In the first *Addams Family* the hero — poor old Gomez — suffered many a painful arrow up the family catacombs. In the sequel it's little Pugsley's turn to be scared senseless in the gothic corridors of the Addams Family mansion.

Pugsley's mischievous sister, Wednesday, has hidden six strange and wonderful objects around the spooky house to be recovered with a limited amount of lives.

Guide Pugsley through each room searching for energy-restoring magic to keep him alive. Throughout the journey you encounter secret switches, energy-restoring hearts and 1UPs giving an extra life.

Although *The Addams Family 2* is a basic platform-based collect-'em-up, it's full of weird nasties to avoid and destroy. All this action is set against a a variety of colour-drenched backdrops and accompanied by lots of eery music. 







And for my next trick...! This magican is the spitting image of Paul Daniels with that bald head underneath the magician's hat. He's a tough cookie to crack though.

These cheese triangles don't provide calcium, just a very sore head when they are rebounded off it!

CARL: 'The game from the tomb'



They're back! The ookie, kookie family that even Dracula wouldn't have next door, return to the SNES for more spooky platform fun!

The graphics are an improvement over the original, *The Addams Family* — the backgrounds are breathtakingly detailed with excellent parallax scrolling and between-level screens. Pugsley's sprite is more detailed than Gomez's was in the first game, leave him too long and you're treated to a side-splitting comic display!

On the down side, the gameplay lacks the crispness of the original. The format is almost identical making for an easy-to-play game but I miss the surprise of finding out the twists the hard way.

The final verdict? It's a superb platformer that gives a winning formula a face lift. If the gameplay was improved — or at least different from the original — I wouldn't hesitate in awarding it a knockout, but as it is it's just another good follow up I'm lowering my mark.

CARL 81%



FAMILY 2

EY'S SCAVENGER HUNT



NICK: 'A real platform challenge!'



I simply loved the first *Addams Family* game — all that bouncing around with parping sound effects and gorgeous graphics. This sequel is instantly recognisable to all fans of the first game because it appears to be almost identical! But after playing it for a few minutes I realised that this is a very different game.

Ocean have tweaked the graphics to produce some amazing effects — the crystal ball level is excellent! Pugsley makes a great character sprite and the way he eats a sandwich if he's left for too long is hilarious.

This game is much harder than the original — the levels seem a lot tighter with pixel-perfect jumps and slides needed to survive. The animation sequences used on the enemies are out of this world — bouncing on the average enemy sends them exploding into a huge red mess, others blurt out mini-creatures hiding inside!

Platform fans will love every minute of this game. It's got lots more challenge than the likes of *Tiny Toon Adventures*, but it's not so difficult that it becomes annoying. ***NICK 88%***



These snowball monsters scare the hell out of even the bravest Addams family member. Poor Pugsley just can't stop slipping and sliding!

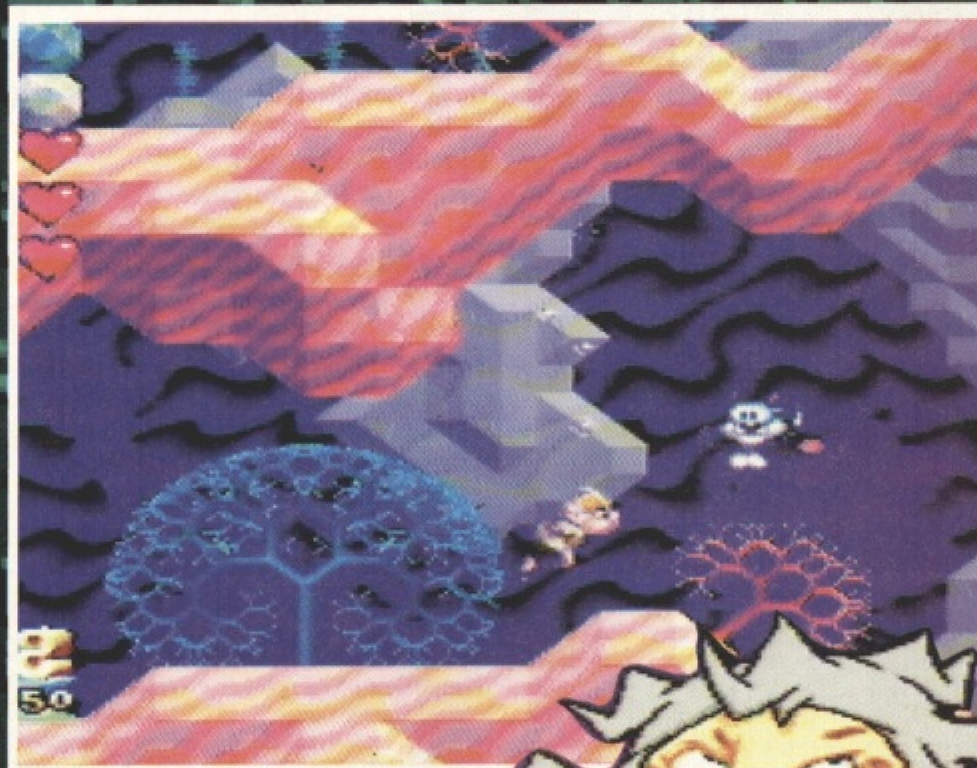


Make it through the slippery slidy ice levels and you find the spooky entrance the the magician's castle. I wouldn't go inside if I were you!



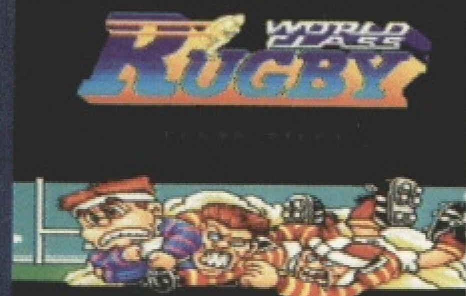
The only time you should ever go inside a toilet seat is to get out of the levels in the bathroom section. Poo-wee! Better take a peg along!





Aww, how cute! These cat fish meow and spew out fish bones at poor old Pugsley. Is this what you call kitty litter?





SPORTS

SNES

AVAILABILITY
Producer: .... Imagineer
Supplier: .... Playtime
Price: £44.99
Status: .... Official UK release

OPTIONS
Players: .... 1 or 2
Continues: .... None
Skill levels: 7
Extras: .... Save option, action replay

FIRST GLANCE
NICK: "Love that 3D scrolling! All the fun and frolics of rugby without the mud!"
CHRIS: "Tricky to control, but still an original and very playable rugby union sim"
CHIKE: "I don't like rugby but I loved every minute of this — great fun!"

76 GRAPHICS Nice but basic use of Mode 7 — jerky scrolling
69 SOUND Some good sampled speech but FX are poor
91 PLAYABILITY Terrific throughout, hard to switch off
94 LASTABILITY You come back again and again and...

FORCE FACTOR Superb action for sports types — a bit confusing though **82**

WORLD CLASS RUGBY

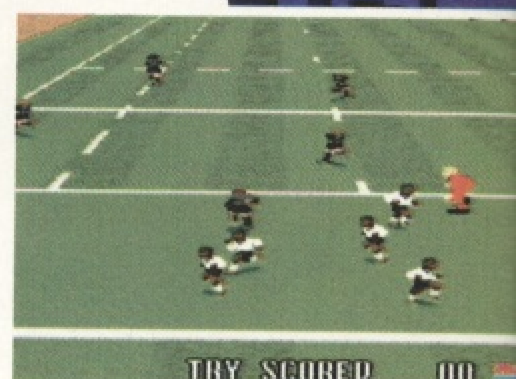
At last, the great game of rugby makes its debut on the SNES and about time too! For all those who think that rugby is just a muddy version of American football without the pads and helmets, look what you've been missing...

The oval ball has made many appearances on the SNES but it has always been the transatlantic version used in American football, so the arrival of *World Class Rugby* is long overdue.

Slam in the cart and you're greeted by a host of amazing presentation screens— the number of menus and options is phenomenal! The player can customise every aspect of the game — playing surface, wind conditions, length of game, team strip and even the eight individual characteristics of the 15 guys who make up your team! So if you think Will Carling needs a bit more speed just bump up his agility rating, or make a match more even by handicapping an opponent's star player!

The on-field action offers the choice of one- or two-player games and for couch potatoes there's a full 80-minute demo. All the features of rugby union are included, meaning plenty of scrums, line outs, drop goals, up-and-unders, ruck and mauls.

On top of this, seven difficulty settings, a mass of special plays and non-stop, end-to-end action make this an accurate representation of modern rugby played at the highest level and one of the most inventive sports sims for ages.



Shock horror! Fiji (in white) have scored a runaway try against the normally brilliant All Blacks!



One of Fiji's advantages is their speed to the ball and the ruck. Unfortunately, they can't tackle well so they usually allow plenty of points.



CARL: 'Frantic end-to-end fun'

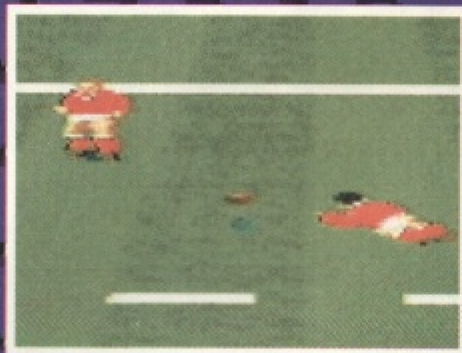


I was really suspicious when I first heard of this title. Surely Imagineer couldn't capture the fluid open style, speed and complex set plays of modern rugby — boy, was I wrong!

As with most sports sims, *World class Rugby* really shines in two-player mode, but it's still highly playable against a computer-controlled opponent. This is largely due to great presentation allowing you to customise teams and alter skill levels. The addition of a league option as well as an exhibition game is a great touch adding extra lastability in one-player mode. This flexibility puts *World Class Rugby* leaps and bounds ahead of many other sports sims. If this isn't enough, it plays like a dream too — the simple, easy-to-grasp controls are excellent!

It's refreshing to see an original title and an even bigger bonus to find it plays so well. I loved every minute of it — I'm off for another game!

CARL 88%



The Welsh may be one of the worst teams in the game but they pass the ball very well. Problem is, they haven't learned to catch it yet!



ROB: '100% original sports action'



Most sport sims on the SNES are brilliant — take *Super Formation Soccer* or *Super Tennis* for example — well now there's another great game to add to the list, *World Class Rugby*.

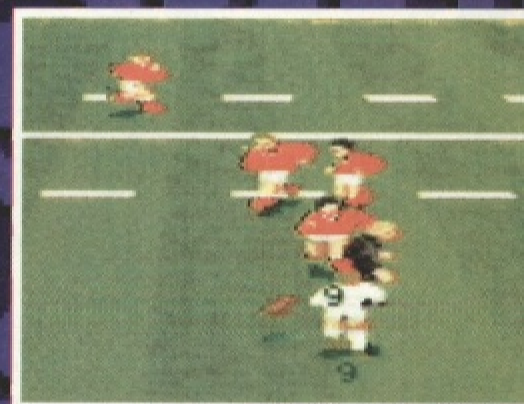
Beside being one of the most original titles for ages — I can't remember a rugby sim on any format — it's enjoyable even if you're not a big rugby fan. Although a basic knowledge of the game is useful, you can still pick things up pretty quickly.

Controlling the players is very similar to *Super Formation Soccer* as the same Mode 7 effects are used to give a 3D perspective. There are loads of teams to choose from, each with differing skill levels so you can always find a good match. The animation is great and the graphics are detailed adn very colourful.

The presentation screens look great — the half-time shot of a bloke pouring water onto a unconscious player is brilliant! Sports sims have never been noted for exciting sounds and this is no exception — there's the odd bit of sampled speech and and that's about it.

If you're a dedicated sports fan but fancy a change from tennis and football, give *World Class Rugby* a go. ***ROB 78%***

Left: the Western Somoans (in blue) are a crafty team. Give them an even break and they'll run all over you. They may not be very good from set plays but they're deadly in the open field.



Classic play! The England number nine (in white) holds onto the ball until the cover is sucked in, then passes wide.



The only problem with the set plays is if you don't get it just right the whole thing falls apart and you look a right pratt!



England (in white) are on the break. Dowie Morris feeds the Welsh forwards a dummy and runs for the line.

SCRUMMY PLAYS

Set plays are displayed in three left-right scrolling windows. Simply select the special play you want with the highlighter (seen here on the center screen) then watch a step-by-step animated explanation of the move.



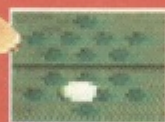
The ball moves left to right from man to man (the men are the dots). The players move in the direction of the arrows and the ball is passed at point [A] to the man at point [B].

Highlight the play screen you want, and you get a quick demo. The men are represented by crosses and the ball by the red circle.

Pass the ball to the right and run in that direction so the cover moves away from the man on the long run. Just after they cross [A] passes to [B] leaving the defence stranded.

TAKING CONTROL

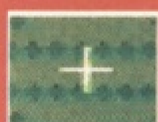
One of this cart's best touches is the varity of control methods for each aspect of the game.



In a scrum or ruck use the joypad to move the ball to your end and win possesion.



Move the cross hair on the ball to alter the height and distance of the kick.



Move the cross up and down the lineout to set the length of throw.

GET KITTED OUT!

Rugby fever is sweeping the nation so lace up your boots, slam in your gum shield and prepare to win the latest line in snazzy sports gear. Take a look at what you can win...

More and more people are getting switched on to rugby thanks to England's recent success in the Five Nations Championship, the very popular rugby World Cup held in 1991 and now a great new console rugby game — *World Class Rugby*.

Anco are the first company to produce a rugby game for the SNES (check out the review on page 48) and it's absolutely fabulous.

Play international teams in friendly competition, or take on the cream of rugby in the World Cup — there's action galore for one and two players! Customise players' abilities to form your dream tream, then take the field for rucks, mauls, scrums, lineouts and tackling around the neck — all the rough 'n' tumble of the game is captured for you to enjoy in the comfort of your home.

To celebrate the launch of *World Class Rugby* those wonderful people at Anco have given us a scrum full of prizes to give away to 16 lucky winners.

Try these for size!

- One grand winner gets a copy of the game, a shirt and a match-quality rugby ball.
- 15 runners up get copies of *World Class Rugby* on the SNES and International rugby shirts

Just answer the three questions on the coupon and send it to: Rugby Compo, N-Force, Impact Magazines, Temeside, Ludlow, SY8 1JW.

Rugby tackles!

1. How many players are there in a rugby union team?
a. 15 ❒
b. 13 ❒
c. As many as you like as long as the ref's not looking. ❒

2. The captain of the England team is?
a. Will Carlsberg (probably) ❒
b. Will Carling ❒
c. Will Castlemaine ❒

3. The New Zealand team are also called the...
a. All Backs ❒
b. All Dark Blues ❒
c. All Blacks ❒

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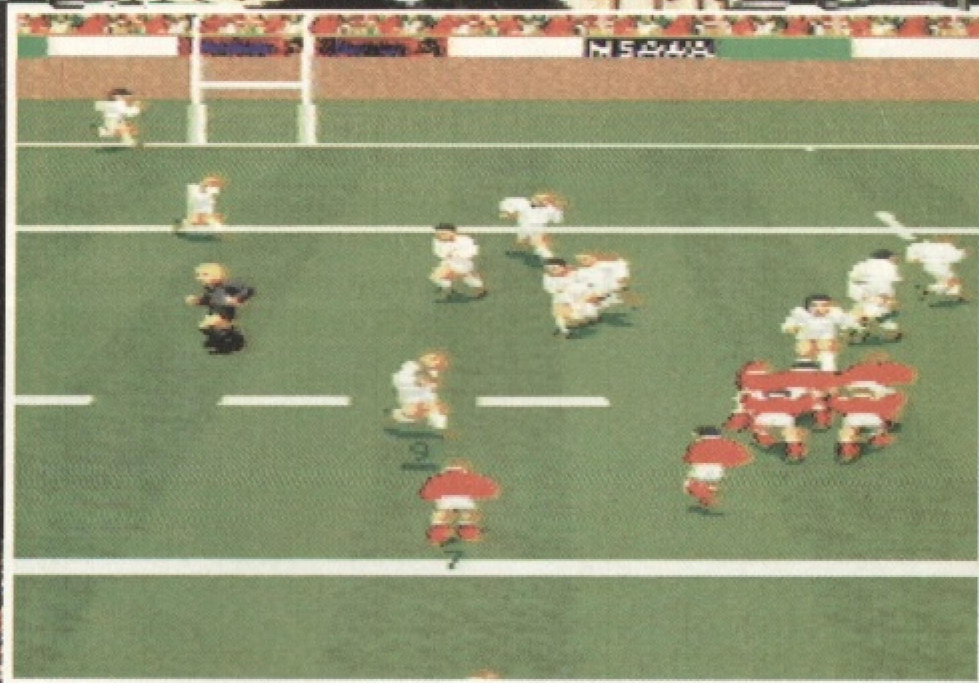
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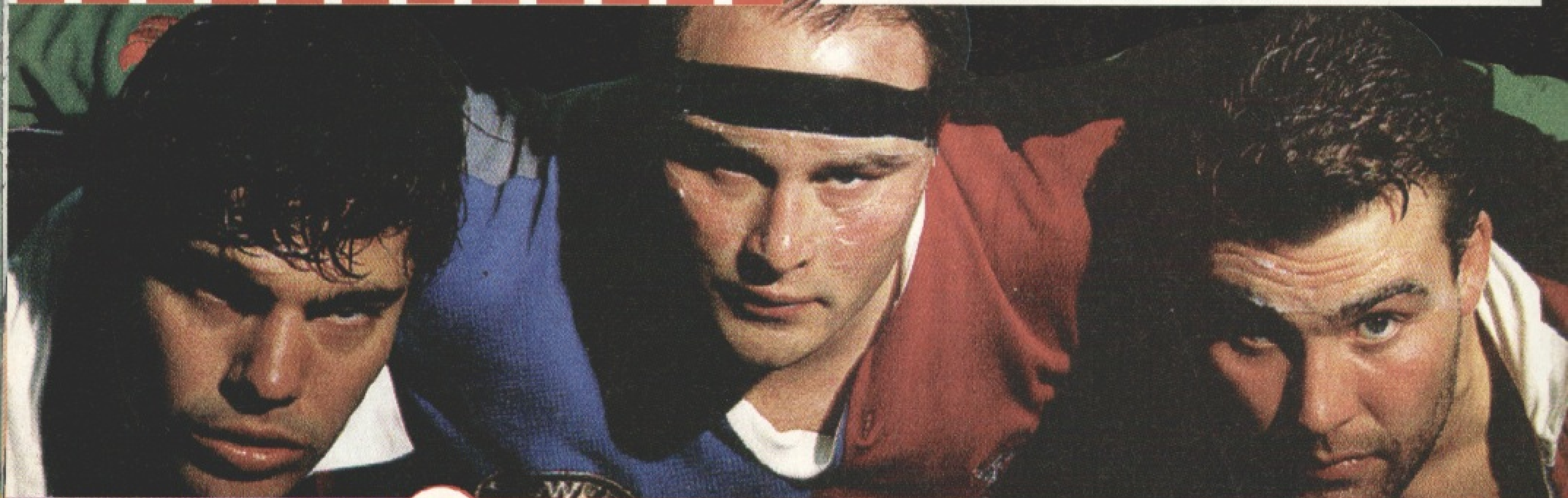
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Don't forget sports fans, the editor's decision is final because he's the ref and no correspondence will be entered into because he plays prop-forward. If you don't want mail from other companies tick the box ❒









PLATFORM

GB

AVAILABILITY

Producer: .... Elite
Supplier: .... The Computer Game Shop 0743 363300
Price: £25.99
Status: .... Official UK release

OPTIONS

Players: 1
Continues: .... None
Skill levels: 1
Extras: .... Language select

FIRST GLANCE

NICK: *"It's amazing! The graphics are just like the SNES version and the game's almost as playable."*

CHRIS: *"A great conversion but not as much fun without the simultaneous two-player option."*

CARL: *"Unga bunga! Caveman clubbing at its best — instantly playable and incredibly addictive!"*

80 GRAPHICS — *Excellent graphics, detailed and easy to see*

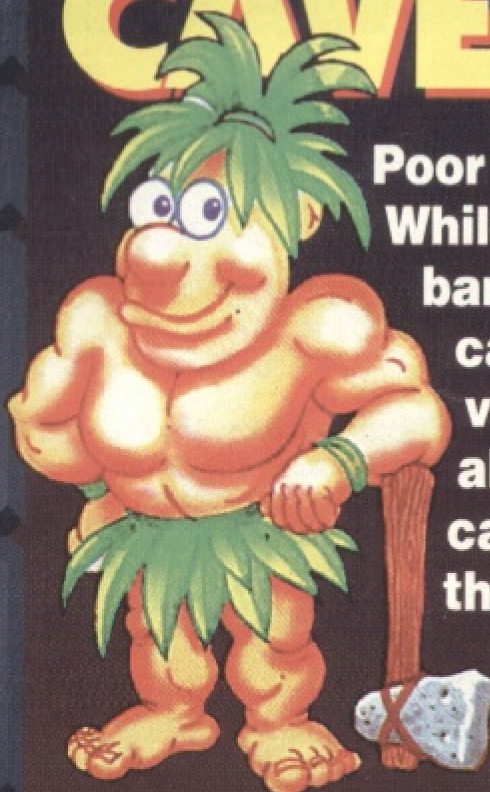
75 SOUND — *Good theme tune and lots of cool sound effects*

81 PLAYABILITY — *Great to control, easy to pick up*

80 LASTABILITY — *Lots of levels with plenty to do*

FORCE FACTOR 79 — *A very good conversion of a classic game.*

JOE & MAC CAVEMAN NINJA



Poor Joe is in trouble. While he was asleep, a band of wandering caveman entered the village and kidnapped all the women. That can only mean one thing — it's time for the prehistoric axe-weilding hero to go out clubbing again!

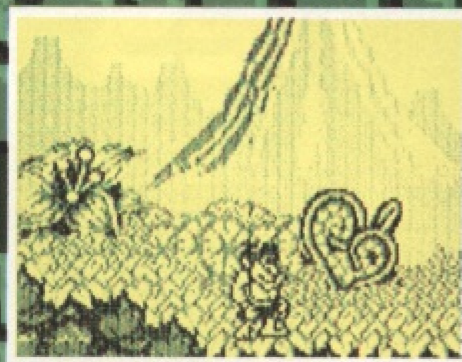
Hot from the SNES and the NES comes the latest instalment of this popular series of prehistoric platform games, *Joe & Mac: Caveman Ninja*. The aim of the game is to rescue a group of village women being held hostage by a ruthless gang of stone-age kidnappers.

In this one-player handheld version Joe's all by himself as Mac has gone hunting. The adventure is spread over nine levels with waterfalls, giant sleeping dinosaurs, ancient burial grounds and the inside of a Tyrannosaurus Rex to explore.

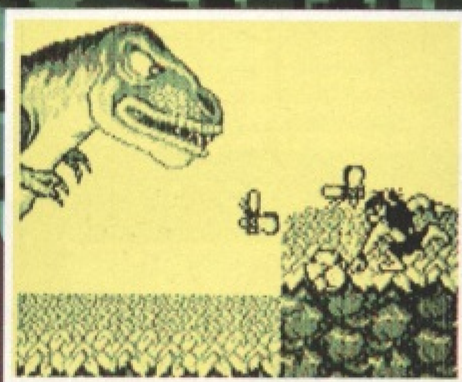
Power-ups are hidden throughout the levels with wheels, boomerangs and fireballs all coming in useful against the multitude of swarming enemies. Energy is tight but is boosted by picking up the fruit and chicken legs that enemies drop when bashed.

In true platform tradition each level has a boss to deal with — huge dinosaurs and killer Venus fly traps are just a couple of the nasty surprises awaiting. Joe's definitely got his work cut out!





Strolling through a dinosaur- filled valley can be a hair-raising experience — carry a club at all times!

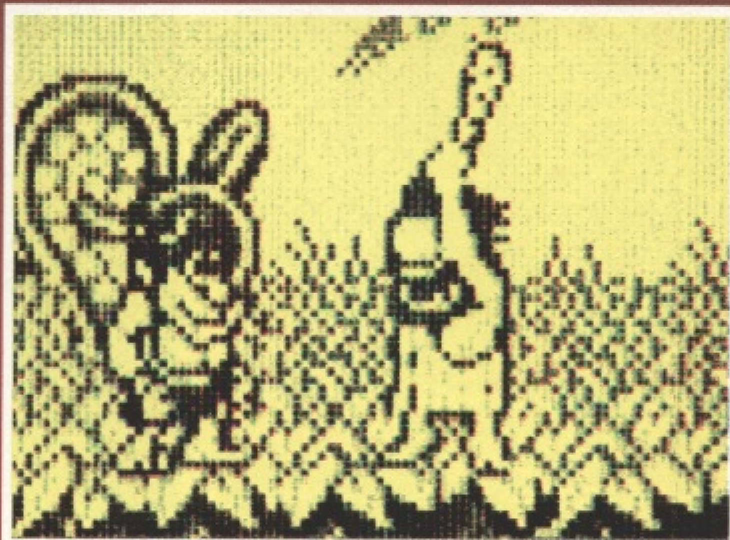


ROB: 'Great gameplay!'



Joe & Mac: Caveman Ninja is an excellent conversion of a classic game. The format is the same as the brilliant SNES and NES versions, although the gameplay suffers from the lack of a simultaneous two-player option.

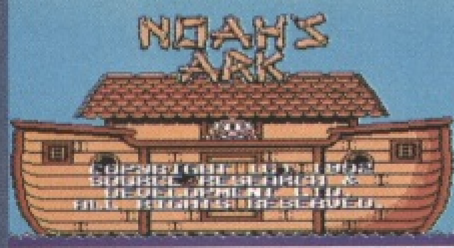
The detailed animation of the dinosaurs is very impressive and the controls although basic, are smooth and responsive. The graphics show off the Game Boy to the full and the sparkling melodies create a fun atmosphere. If you're looking for a fun platformer that'll give hours of enjoyment, give this go — it's a prehistoric classic! **ROB 80%**



These vicious lads chase you all the way through the game so be on your guard and always carry a big stick.



Don't worry this dinosaur won't wake up he's out like a light — careful though, some are alive.



PLATFORM

nes

AVAILABILITY

Producer: .... Konami
Supplier: .... Konami

Price: £34.99
Status: .... Official UK release

OPTIONS

Players: 1
Continues: 3
Skill levels: 1
Extras: .... None

FIRST GLANCE

ROB — *"A Biblical epic with lots of cuddly animals that will stand the test of time!"*

CHRIS — *"A very playable platformer let down by irritating sprite flicker — well worth a look though!"*

CHIKE — *"Rain, rain go away, because this game is here to stay — I love it!"*

85 GRAPHICS — *Excellent animation but some dodgy sprites*

79 SOUND — *Twiddly tunes and fun effects*

84 PLAYABILITY — *Tricky to start but practice makes perfect*

79 LASTABILITY — *Later levels get really tough*

FORCE FACTOR 77 — *A fun platform adventure for all ages — a great laugh!*

NOAH'S

It's raining, it's pouring and *Noah's Ark* is... one of the best platformers since the flood. Build an Ark, travel the world, save the animals — it's non-stop action in this Biblical basher!

In the Earth's early days, long before consoles were invented, there lived a bloke called Noah. As Noah was a trustworthy man, God gave him a very important mission — to save two animals of each species and take them aboard a huge boat called The Ark.

This colourful platform game features Noah travelling around the world's continents saving animals from the coming flood. Noah's journey begins in Europe, where he searches three tough sections before a showdown with one of the many end-of-level caged creatures that include fish, snakes and other ghastly zoo rejects.

Along the way, Noah can pick up various power-ups and energy icons including armour, giving temporary invincibility. Other special items — including apples, bananas and oranges — restore Noah's energy which is represented by a power bar at the top the screen.

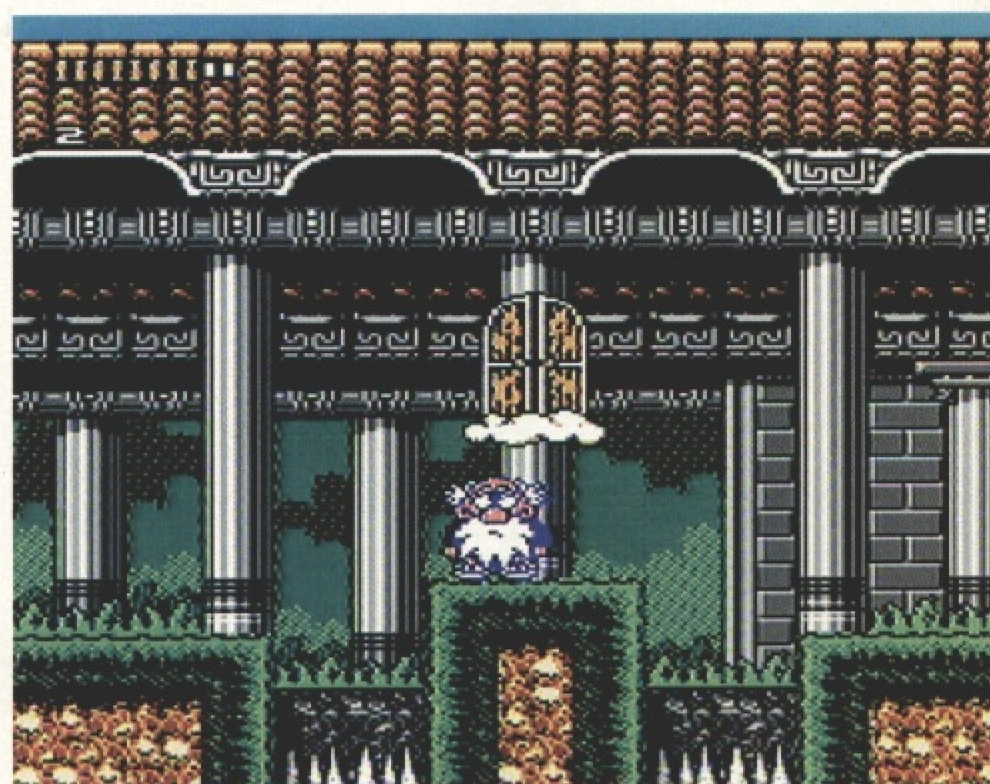
Gathering the animals isn't easy, so the bearded hero is armed with an effective stun gun. One blast is enough to stop most creatures in their tracks, leaving Noah free to take the sleeping beauties back to The Ark.

After all the animals have been rescued, take them back to The Ark — two by two of course — and wait for the flood. Don't hold your breath though — it could take a lot longer than you think!

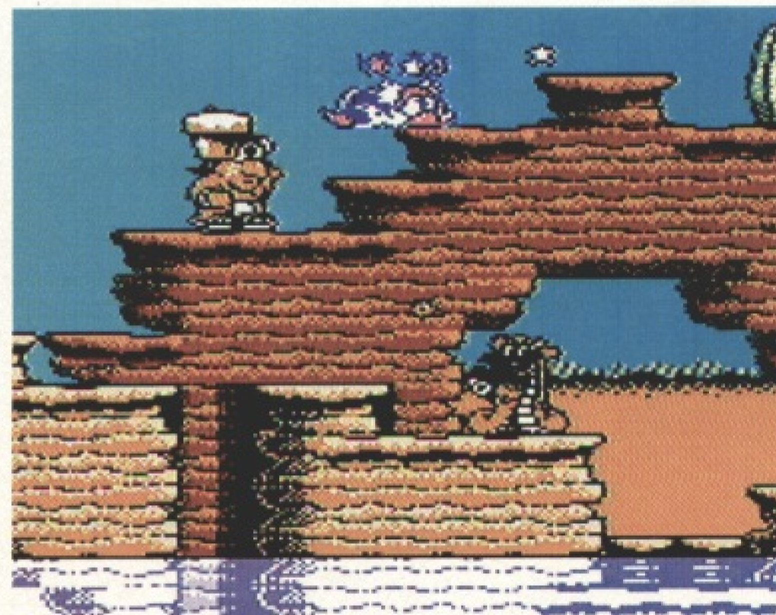




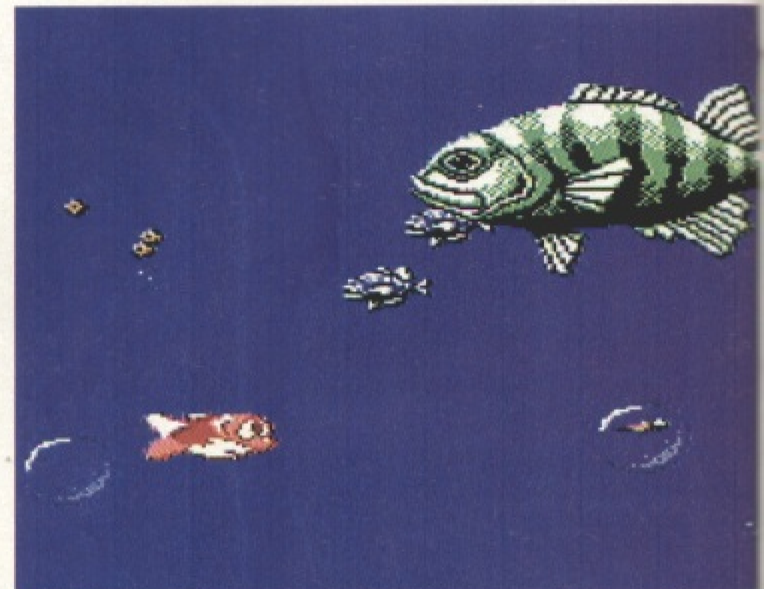
Soon all those green lumpy bits will be a lovely shade of blue. Noah has to save all the animals before high tide!



Poor old Noah — over 400 years old and he doesn't look a day over 390! Here in Europe all he has to do is find the exit. Look up old fella, the door is right over your head! Maybe he needs a hearing aid?!

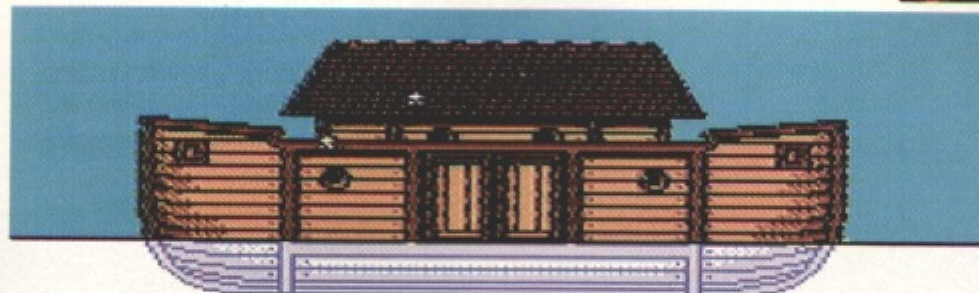


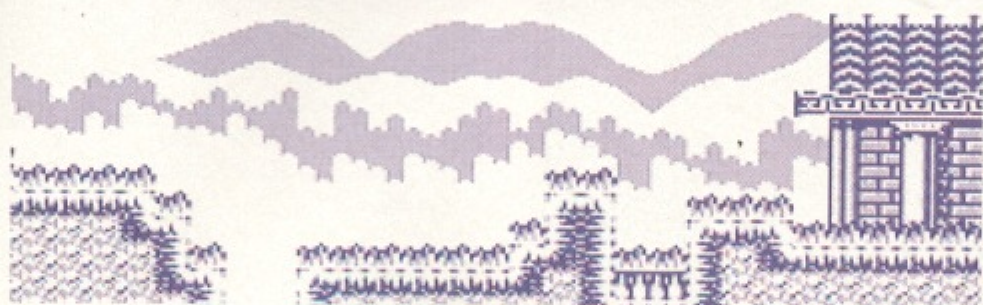
Searching for the camel is very tricky — watch out for club-wielding maniacs who stop at nothing to protect their animals!



Watch out for the giant fish at the end of the Europe stage. Here, Noah uses his special power to turn into two little fishes.

ARK





This is The Ark where Noah begins his journey. His mission is to travel the world rescuing animals and then take them — two by two —back to The Ark before the great flood comes.



KNOW YOUR NOAHS!

During the game, Noah can pick up hidden potions and icons turning him into an incredible Super-Noah! Just take a look at some of the amazing powers he can use...



Wings of a dove: sends our hero high into the air when [A] is pressed. Useful for getting through tough water levels.



Turned to stone: the ultimate weapon against those crafty reptiles. Bounce on them with stone shoes!



Red raw: when Noah gets a red tint he's hot stuff — those nasty animals just can't cope with the fire-power!



Two little fishes: to take on the giant fish at the end of the Europe stage, Noah becomes a fish too!



Met his maker: step on the wrong thing or get poked by a centurion and Noah takes a trip up to see St. Peter!

NICK: 'It's a corker!'



I'm sure all NES owners will admit that many recent platform games feature almost identical gameplay with different graphics — if you've got one cute platform game you've usually got the lot! Well, *Noah's Ark* is here to make you think again.

Konami have done all 8-bit fiends proud with a superb and original game packed with brilliant animation, attractive graphics and superb playability. The horizontally-scrolling levels are very tough — the water level is a real killer — so you need lightning reactions to complete the mission. Using the continents as levels is an excellent idea and the giant bosses are a real test.

Noah's Ark is top notch stuff. Forget all those boring platform games and get a load of this — my Sunday school teacher would be proud!

NICK 81%



Yikes! It's the Level One guardian. Poor old Noah's got his work cut out defeating him. Take too long and the water rises making life extra hard.

CARL: '40 days and nights of fun'



What an original platformer! *Noah's Ark* combines simple but effective gameplay with a well-adapted platform formula to produce a great title that will keep 8-bit game fiends occupied for hours.

Although there are some annoying glitches in the graphics — for some unknown reason the sprites flash to white silhouettes when hit or touched — the rest of the game is very impressive.

The gameplay has many good points — I really like the way you're constantly racing against time, the rising water and the automatically-scrolling screen — stay still too long and you're pushed off!

The search for pairs of animals takes you from the green lands of Europe to the snow and ice of Antarctica — it's a tough challenge that will certainly take plenty of time to complete.

Although not really my type of game, if you enjoyed the *Super Mario Bros* series, *Noah's Ark* is certainly a cart to think about buying. Just one parting thought — did Noah really take two woodworms with him and if so how did he know he'd got a male and a female? ***CARL 73%***



Cheer up Noah — you've managed to save the first of your animals, a dopey rabbit. Now it's back to The Ark. Row, row, row your boat gently down the stream...

HOME ALONE 2

LOST IN NEW YORK

PRESS START TO PLAY

PLATFORM

SNES

AVAILABILITY

Producer: .... T•HQ
Supplier: .... The Computer Game Shop 0743 363300
Price: £48
Status: .... USA Import

OPTIONS

Players: 1
Continues: .... None
Skill levels: 1
Extras: .... None

FIRST GLANCE

CHIKE — "A vast improvement on the original, but the graphics aren't that good!"

CHRIS — "Graphics aren't too spectacular but the gameplay is strangely addictive."

CARL — "If you're home alone... don't play this! Slightly better than the original but that was rubbish!"

68 GRAPHICS — *Better than the original but still nothing special*

62 SOUND — *Movie-style soundtrack and weird sound effects*

60 PLAYABILITY — *Lots of levels to play but they're all similar!*

48 LASTABILITY — *You can only stand that brat for so long!*

FORCE FACTOR 55 — *Poor graphics and backgrounds make this disappointing!*

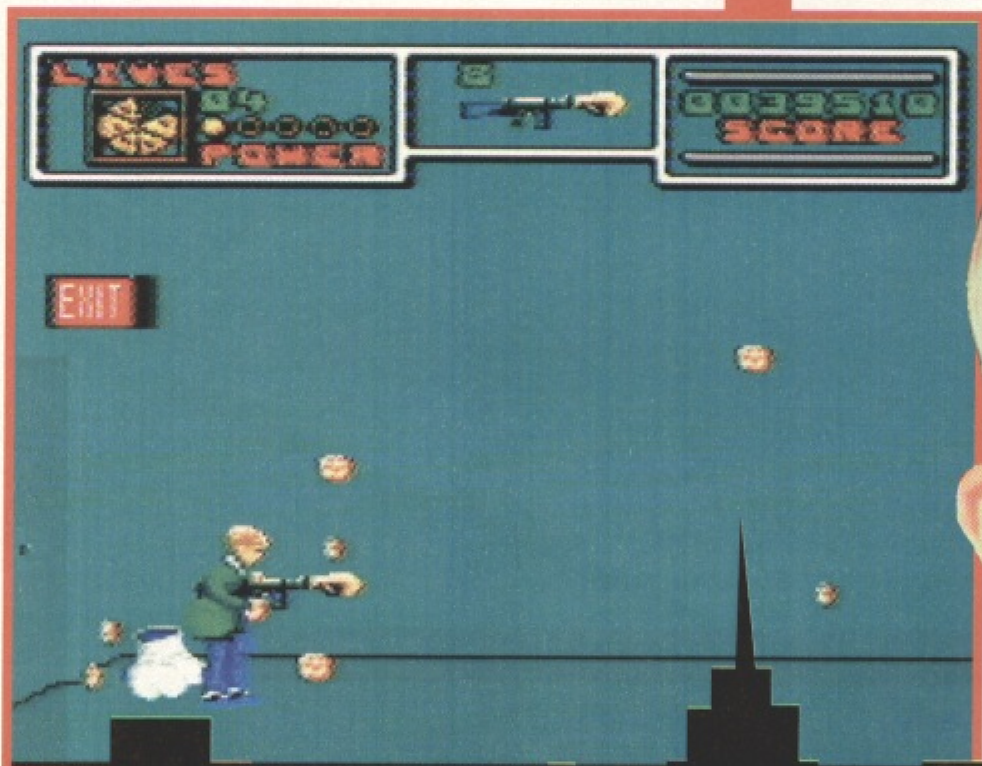
New York is not the nicest place to get lost in — especially when you're barely out of nappies and there's a hotel detective, two ex-cons and a gang of ruthless muggers out for your blood. Luckily, young Kevin McCallister has plenty of tricks up his sleeve...





The Level One boss is the knife-throwing Master Chef. Forget your weapons, use the knee slide (top left) to remove items of the chef's clothing (top right). After a couple of good slides the evil soup stirrer loses his shorts (right) and tumbles to the ground in a heap. All that remains is his hat and a load of cookies (below). Scoff the food and get out of there!





Surprise, surprise! Kevin McCallister has been separated from his family once again. This time the young lad is lost in New York with two desperate villains and the entire staff of the Plaza Hotel on his tail.

Home Alone 2 is a platform romp through four huge and hazardous levels. Level One is based in the plush surroundings of the Plaza Hotel. Unfortunately, the hotel staff don't take kindly to a little kid running around, so Kev is constantly chased throughout the various floors by peeved porters, cheesed-off chamber maids and a hotel detective that takes great delight in ringing young lads' necks!

Escape the end-of-level boss — The Mad Chef — and make a break through Central Park — watch out for muggers! Next, it's off to the town house — to set traps for Harry and Marv — before finally arriving at the Rockerfeller Centre Christmas tree and befriending the pigeon lady!

It's a tough challenge but along the way there are loads of power-ups to collect including: a variety of bazooka-style weapons; stun guns; special credit cards giving temporary invincibility; a duck allowing you to knock over enemies with mid-air spins and energy-restoring pizza — yum, yum!





HOME

ROB: 'Fist-flying action!'



The first reactions around the office to this sequel to the tragic *Home Alone* game were very cold. But after I'd played it for about half an hour it became clear that this game is worlds away from its shoddy predecessor.

The gameplay is vastly improved with four huge stages to wade through, nasty end-of-level bad guys to beat and plenty of tricky traps to spring.

Although some of the graphics — particularly the character sprites — are sketchy, the animation is very good and there is a varied selection of sounds and FX. Gameplay is pretty tough to start, but give *Home Alone 2* a bit of time and you'll find it's a cool platformer that'll take some time to crack.

ROB 71%



Kevin's vast arsenal includes an extremely handy bazooka-type weapon called a Flying Fist. This deadly gadget fires boxing gloves across the length of the screen.



There's trouble at the Christmas tree — poor old Kevin McCallister is at the mercy of the bad boys. The only person to help him now is the Pigeon Lady. Can she do it in time?



Kevin's an agile little lad — he leaps over sofas, trips up hotel workers, sets traps for Harry and Marv and climbs down slippery ropes.
Make sure you avoid the frightening bats that fly out of the dark — they takes lots of energy!

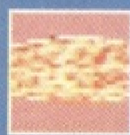
ROOM SERVICE!



Pizza slice: collect six of these for an extra life. Look for them hidden in the lights!



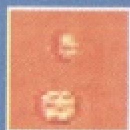
Pigeon: gives Kevin an invincible mid-air spin-jump for defeating enemies.



Whole pie: grab this mouth watering delight for a 1-up. Try looking in the hotel rooms!



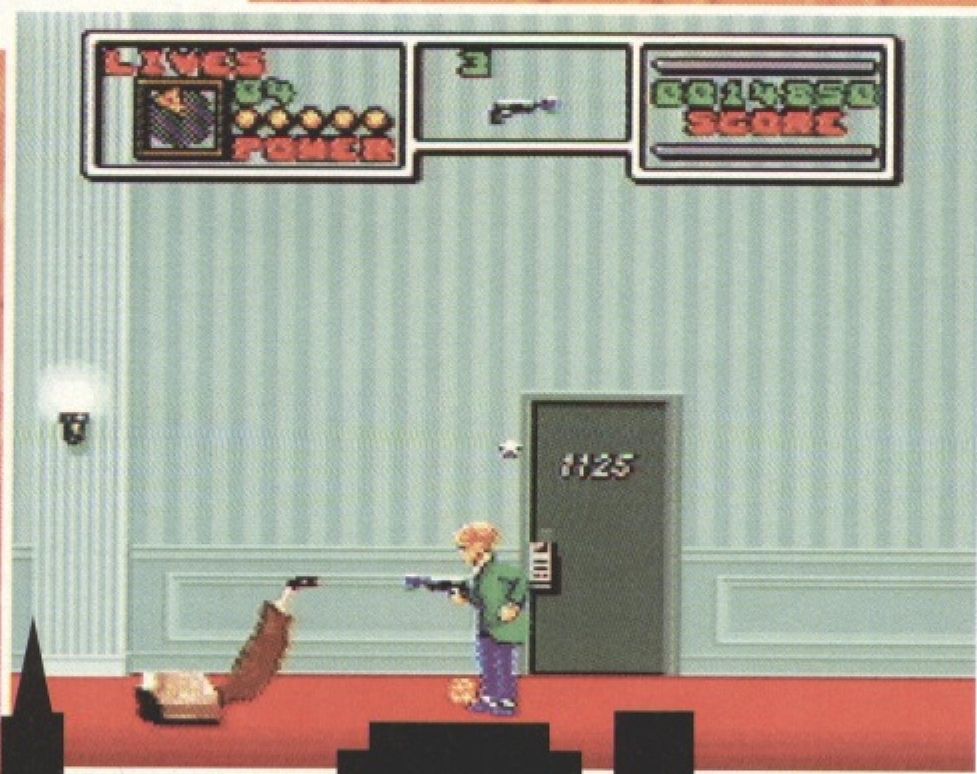
Credit card: your flexible friend makes Kevin temporarily invincible



Cookies: collect five of these scrummy snacks to recover one lost power unit.



After shave: gives extra speed, a longer jump and invulnerability for a short time.



NICK: 'I wouldn't stay home alone with this game!'



This is an odd game! All the features are far superior to the original — with graphics that actually look like they were intended for a SNES and a good movie-style soundtrack — but the playability leaves much to be desired.

Level One is ridiculously difficult and frustrating as there's no mid-way point, so when you die you have to repeat sections.Weapons are supposed to help out with the end-of-level baddies but you always seem to run out before getting to them!

I haven't seen the film, because the thought of spending two hours looking at Macaulay Culkin's ugly mug put me off, but I'm told this SNES conversion follows the plot closely. The graphics are above average — but only just! The game's characters must have all had nasty accidents, as the animation on everyone but the hero, Kevin, is atrocious — they look more like robots than humans!

The plain truth is *Home Alone 2* is a below-average platform collect-'em-up that kept everyone at N-FORCE playing for one reason — it was the only game we had at the time!

NICK 40%

ALONE 2



Grab six slices of pizza for an extra life. Use the dart to temporarily stun enemies — it doesn't work on bosses.

SHOOT-'EM-UP

GB

AVAILABILITY
Producer: .... Ubi Soft
Supplier: .... Zonetec 081 471 4810
Price: £24.00
Status: .... Official UK release

OPTIONS
Players: 1
Continues: 10
Skill levels: 1
Extras: .... None

FIRST GLANCE

NICK: *Hot stuff! Darth better get ready to take a battering from me. This is great fun!*

CHRIS: *Super graphics and absorbing gameplay make this an excellent sequel to Star Wars.*

CARL: *May the force be with you! This is one of the best hand-held games around.*



GRAPHICS *Well-drawn sprites and backgrounds*



SOUND *The film soundtrack slickly converted*



PLAYABILITY *Using the force isn't easy — but it is fun!*



LASTABILITY *Lots of levels to explore — fans will love it!*

FORCE FACTOR
A welcome addition to the Star Wars trilogy — great!




THE EMPIRE STRIKES B

Luke, Darth and Obi are back on the Game Boy, and this time it's a duel to the death. So draw your lightsaber, clear your mind and prepare to use the N-FORCE...

You've blasted your way across the Tatooine Desert, defeated Darth Vader and blown the Death Star into cosmic oblivion — surely it must be time for a well-earned holiday?

No chance! The rebel party has been gate crashed by Darth's imperial troops and it's up to Luke Skywalker to tackle the evil menace of the Dark Side once more.

The game's plot follows the film closely with you playing Luke Skywalker in his battle against Darth Vader and his minions. The adventure takes you through a variety of game styles including platform, blast-'em-up and training levels — there's enough to keep you going for weeks!

Search ice caverns, destroy Imperial Walkers, find the elusive Jedi Master, Yoda, and master the power of 'The Force.' And when you think you've done it all, prepare for a show-down with Lord Vader. Only if you overcome the lure of the Dark Side and defeat Darth can you rescue Princess Leia and return home a hero.

With such a hard task ahead the key is to find as many hidden items as possible — some, such as the lightsaber, are necessary for later parts of the game. You've got the help of a Tauntaun (a large white kangaroo) in the first levels to help you get around but even so, this is still one tough challenge. So get that lightsaber out and use 'The Force.'

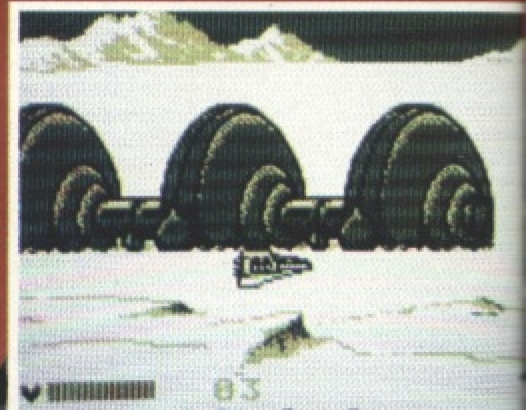
ROB: 'A great sequel'



When I first played *Star Wars* on the Game Boy, I was very impressed with its detail and playability — *The Empire Strikes Back* is even better. Loads more detailed sprites, booming sounds and addictive gameplay — this has got the lot.

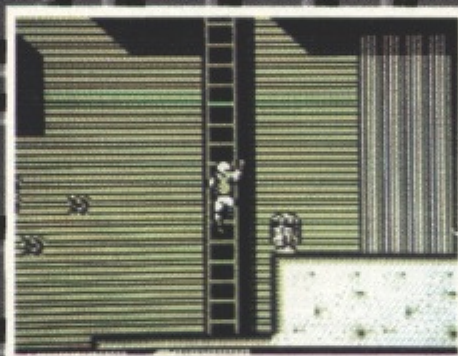
The action follows the film with lots of familiar sequences — like the AT-AT battle and the Darth and Luke confrontation— plus a few original touches thrown in for good measure. Backgrounds are great and the familiar theme music sounds spot on. Despite some frustrating sprite flicker in the later levels, *The Empire Strikes Back* is a very good movie conversion. Anybody who's a fan of the film trilogy will really get off on this miniature epic. **ROB 84%**

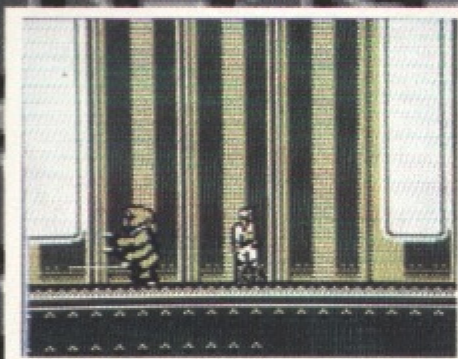

Luke and Yoda in a meaningful exchange. The little guy with the big ears pops up to help regularly — that's Yoda not Luke!

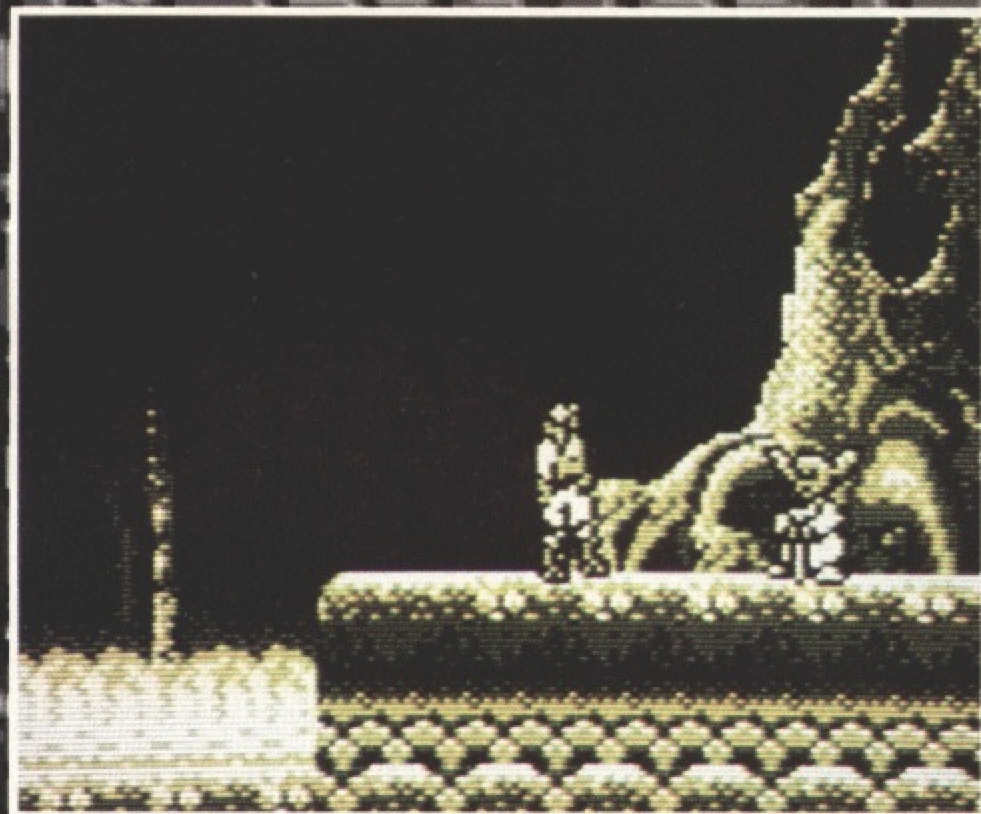

Time for some blasting action on the icy wastelands of Hoth — I hope Luke brought his thermal underwear it's freezing out there!


Exploring the ice caves on Hoth with your friendly Tauntaun. Keep an eye out for power-ups like this or you could be in lots of trouble later

RE
BACK


The different levels and ledges are linked by large ladders — it's a good job Luke isn't afraid of heights! The lightsaber (below) is one cool weapon.




One of the most exciting parts of the game is the trip to see Yoda. Here Luke learns the way of the Jedi Knights and masters the powers of 'The Force.'

MILO: 'Excellent graphics!'

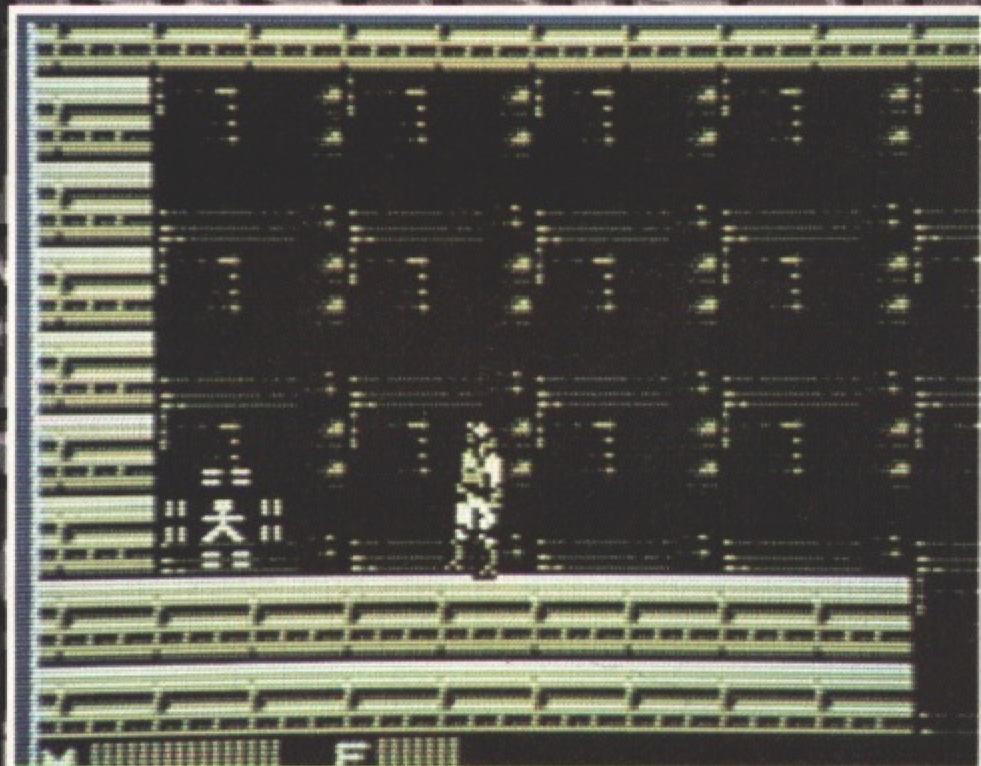


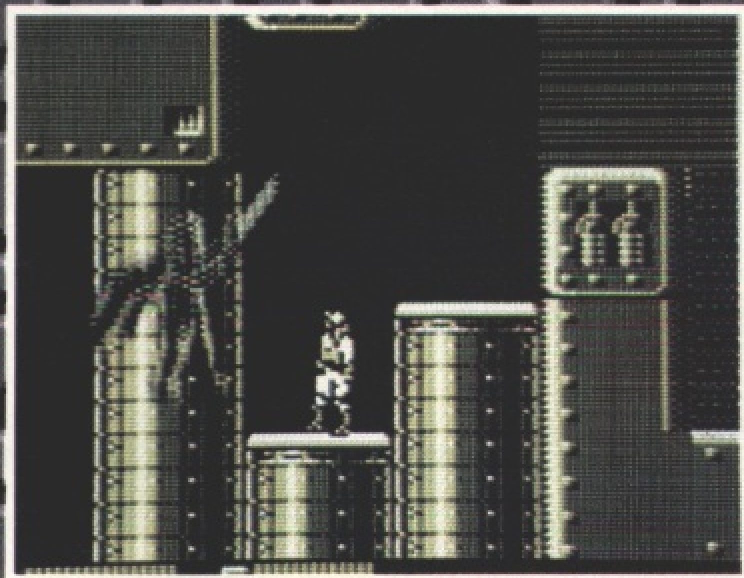
At first look, *The Empire Strikes Back* seems like a regular platform adventure. But get beyond the first few levels and there's a whole world to explore with heaps of challenge and levels galore— this is one game you're not going to finish in a hurry!

Graphics are of the same high standard as *Star Wars* on the Game Boy with stacks of detailed backgrounds and impressive intro screens. Music is the unmistakable theme tune from the movie — proving that not all Game Boy sounds are rubbish!

The highlight of the game is its size and complexity — there's just so much to do. Whether you're a fan of the movies or not, this is one game not to miss.

MILO 88%


Extra lives are tucked away on out of the way ledges. Always explore every part of a level, there are loads of bonuses just waiting to be discovered!


Just when you think you're safe an enemy comes flying out of the air. The best bet here is to run back up the ledge and wait for him to make a move. As soon as he comes towards you, leap and let him feel the full force of the light saber.

MAD ON MOVIES?

Star Wars may seem a recent phenomena, but it was in fact 16 years ago that Luke Skywalker, Han Solo and Princess Leia made their movie debut.

Star Wars hit the screens in 1977 and became an instant blockbuster, followed in 1981 by *The Empire Strikes Back* and in 1983 by *Return of the Jedi.*

Since then there has been nothing — despite whispers of a fourth movie — but the popularity of *Star Wars* has spawned a huge cult following with books and merchandise still selling strongly.

Who knows? With the interest generated by the games, Luke and the Princess together again on the big screen may not seem such a fantasy.

USING THE FORCE

Luke and the gang have been big stars on Nintendo consoles during the last 12 months. *Star Wars* on the NES was the first game in the series to arrive mid last year and set the standard with plenty of action and heaps of levels to explore.

Then came the sequel — the *The Empire Strikes Back* on the NES — closely followed by the challenging Game Boy version of *Star Wars.* But the real treat for *Star Wars* fans was the SNES version released early this year.

Bone-crunching Mode 7 graphics and cinema sound make this cart hot property — scenes like the Land Speeder level and the final Death Star shootout are a visual feast!

The Empire Strikes Back on the Game Boy is the fifth Nintendo game to follow the exploits of Luke and co. and understandably it has a lot to live up to. It has been developed by the French company Ubi Soft — the team behind *Star Wars* on the Game Boy — and has a similar feel, although the difficulty setting has been tweaked to make it more of a challenge.



PLATFORM

NES

AVAILABILITY
Producer: .... Hudson Soft
Supplier: .... Woolworths
Price: £31.99
Status: .... Official UK release

OPTIONS
Players: 1
Continues: .... None
Skill levels: 1
Save option: .... None

FIRST GLANCE
CARL: "The traditional fruity fun is spoiled by poor graphics and playability."
CHRIS: "Tough but unrewarding! Old enough to be considered a classic but certainly not good enough!"
CHIKE: "The frustrating gameplay put me off. Definitely not as good as I remember it in the arcades!"

GRAPHICS 58 — *Colourful but not particularly detailed*
SOUND 84 — *Arcade-style tunes and 'boing!' effects*
PLAYABILITY 60 — *Tricky gameplay but practice makes perfect*
LASTABILITY 72 — *There's lots of it — you'll be playing for yonks!*

FORCE FACTOR 63 — *Hardly a classic! A just-above-average platformer.*

ADVENTURE ISLAND CLASSIC

These are desperate times — especially if you're a beautiful princess! There's always some dastardly deviant around the corner waiting to kidnap you. N-FORCE come to the rescue but are they too late...?

Poor Princess Leilani! No-one told her there was a maniac witch doctor on the loose. So there she was, shopping for a size 12 leopard-skin bathing costume, when what should happen? Some dude with a bone through his nose popped a bag over her head and whisked her away to Adventure Island in the South Pacific.

What's even worse is Master Higgins — her true love and protector — was nowhere in sight. So now he must don his hula skirt and travel by chartered skate board to save her from a fate worse than death (what is a fate worse than death? Shopping in Milton Keynes? Taking two bottles into the shower? I'd really like to know).

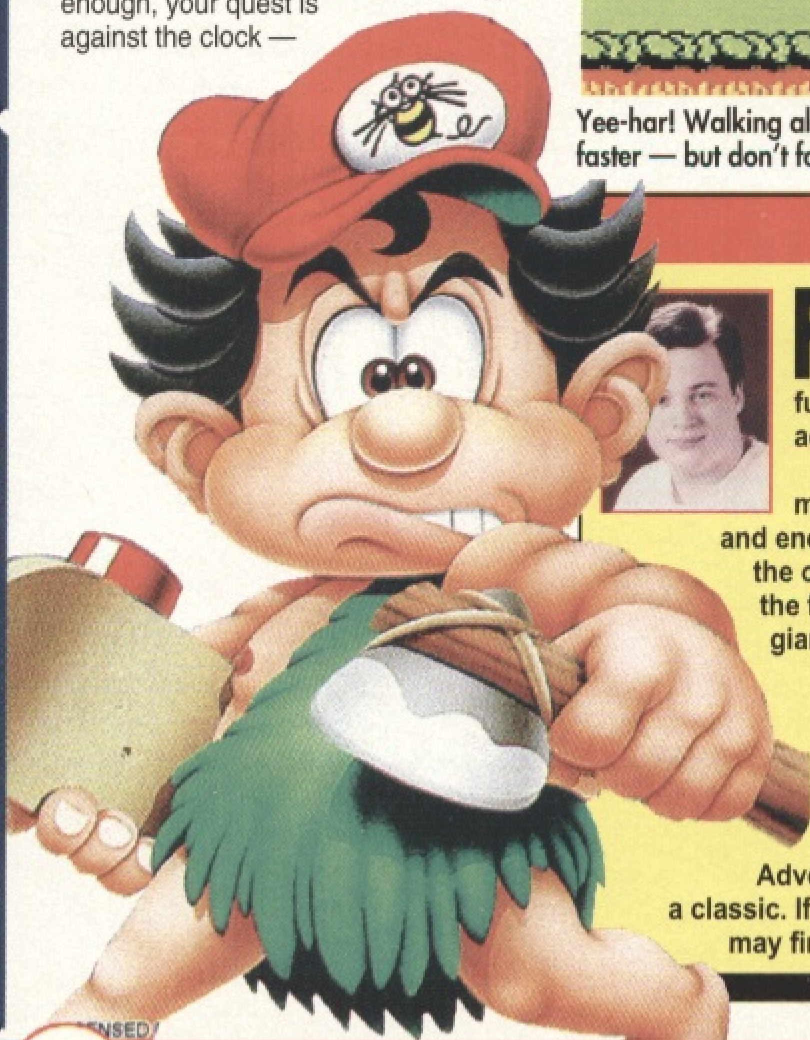
Adventure Island Classic is standard platform action with you, as Master Higgins, exploring the forests, mountains and caves making up the island. As if things weren't bad enough, your quest is against the clock — the longer you take the more energy you lose.

The only way to regain lost strength is to collect the fruit and milk bottles scattered about the eight levels. There are also a number of power-ups hidden in large eggs — but beware, not all of them are beneficial! There are masses of secret rooms, bonus stages and hidden paths — find one of these for loads of extra points.

The only other help is a continue option which needs to be activated by finding the bee icon. Sounds quite generous but you need as much help as you can get, if you're to overcome the tough challenge of Adventure Island.



Yee-har! Walking along collecting fruit is babies' stuff. Grab a skateboard, it's much faster — but don't forget to put a helmet on first, you could have a nasty fall!



NICK: 'Very fruity!'

Flippin' heck! I remember playing this golden oldie years ago in a run down arcade on the sea front — ahh! Family holidays. *Adventure Island* was loads of fun then and this latest NES conversion has still got that addictive charm.

The level layouts are exactly the same as the arcade machine, right down to the position of the fruit bonuses and enemies — good job I've got a photographic memory! All the original power-ups are here; the axe, skateboard and the flying fairy giving invulnerability, are all hidden inside giant eggs.

Gameplay is really tricky — I couldn't even manage to get past the first area! Visuals are nothing special but are faithful to the arcade original if that's any consolation. The sound is still great with a racing tune to keep players on their toes and the usual 'boing!' jumping effect.

Adventure Island Classic is exactly as it says in the title — a classic. If you haven't got it on your NES, give it a whirl — many may find it a little dated though. **NICK 69%**

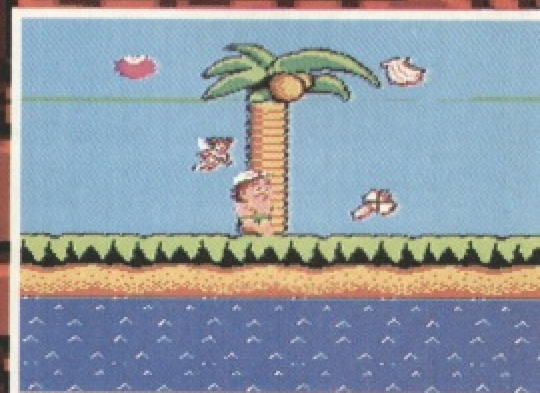
RE ISLAND
ASSIC



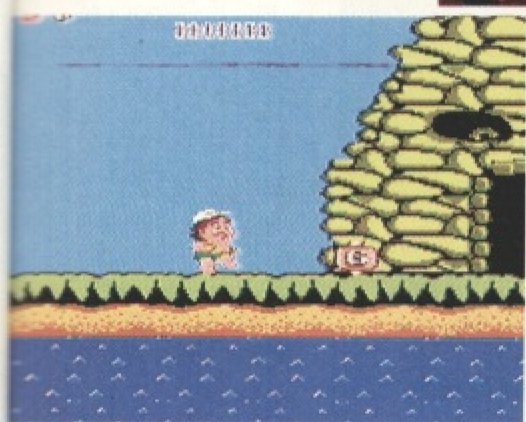
Watch out for that nasty water! It's full of slimy devils out to eat you!



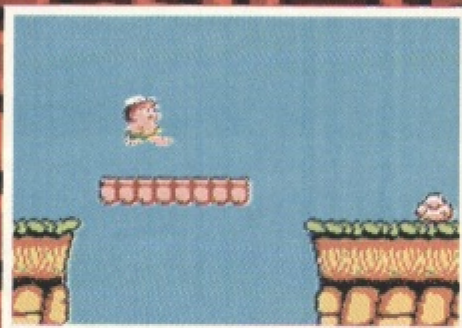
These nasty cave dwellers come out to drive you batty. Give them a bash and they leave you alone!



Invulnerability is always useful — with a little help from a pretty fairy!



Watch out for the goal sign at the end of each level. Enter the spooky cave and it's off to the next exciting stage. It's touches like these that make the game faithful to the original arcade version.



ROB: 'Good arcade conversion'

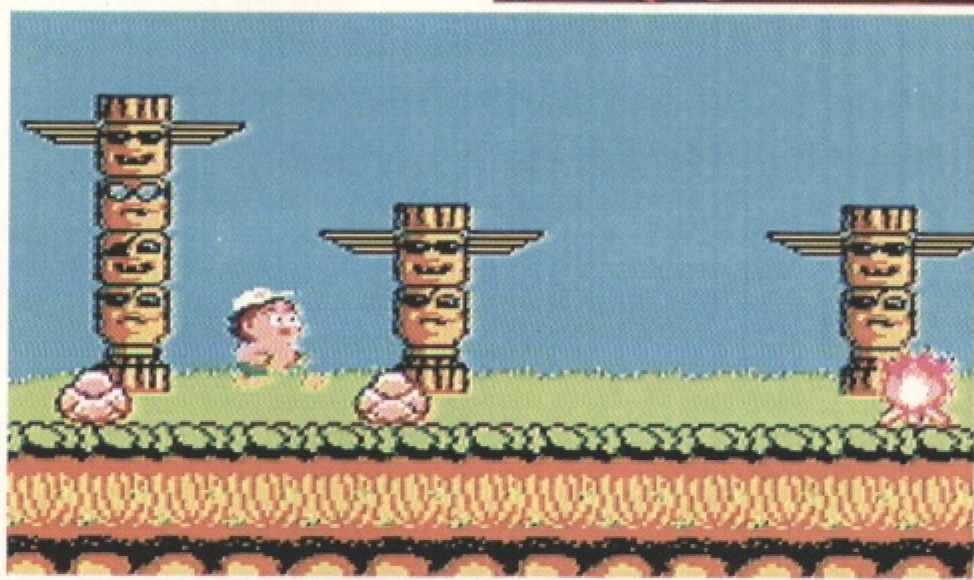


As far as coin-op conversions go, *Adventure Island Classic* is pretty average. Although it's got all the features of the original arcade version, the gameplay is very irritating.

The lack of continues is very frustrating — three lives is pretty stingy, especially when the gameplay is so tough. On the positive side, the graphics are extremely colourful — so colourful that it's advisable to wear sun-glasses unless you want to burn out your retinas!

The thumping soundtrack is impressive to start but quickly gets annoying. All in all, *Adventure Island Classic* is a game that older brothers or dad might enjoy but '90s game fiends will find disappointing.

ROB 64%



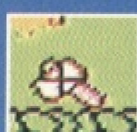


Things are looking great! When you've got the skateboard and the Honey Girl, you're invincible and super fast. Hurry, she only stays for a short time!

CLASSIC COLLECTABLES!



Egg: crack them open — with your axe or by running into them — to reveal power-up's.



Stone axe: this handy weapon gives extra firepower essential for survival!



Skate board: use this rad device to speed through the levels. One hit and you lose it!



Honey girl: an excellent friend to have. While she's around you are invincible.



Fruit: come in many mouth-watering varieties. Each one collected boosts energy.



Stone: they look harmless enough but hit one and you lose vital energy!



I've heard of free range eggs but this is ridiculous! There are many surprises hidden inside these shells — crack them open for a power-up.

TIPS FORCE

Maybe offering £50 for the best tips every month wasn't such a good idea! The N-FORCE team are busy moving offices and it's almost impossible to get past the mailbags stuffed with tips! One thing's for sure, you game fiends sure know how to crack those carts. Take a look at this lot...

Tetris



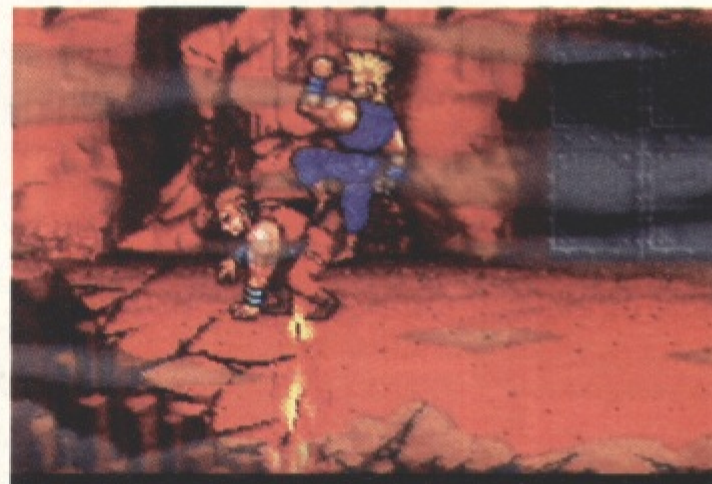
Try out this handy cheat sent to us by **Adam McCulloch** from **Windsor**. On the B-type game, press [SELECT] while a block is falling. When it hits another block the screen displays success and you have cleared the level.

Repeat this on the A-type game for 10,000 points.

The Combat Tribes



Enter the code 9207 in two-player mode to match any of the game's characters against each other.



Fortress of Fear



This is a cheat to get the secret bonus level was sent in by **Dushyanthan Puvanendrampillai** from **Enfield**. At the end of Level 4,0 , on the moving platform, go to a secret room with 2 chests , a goblet of wine and a secret door. There's also a moving platform to get you out again.

Gradius



To get loads of power-ups, simply pause the game and press [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B], [A] and [START].

Faceball 2000



Here's a great way to skip from Level 1 to Level 10. At the end of Level 1 turn around and face the wall, then shoot it to open a secret room containing an orb. Use the orb to reveal

TOKYO

Norton Kai — our man in Japan — has been busy gathering more red hot tips from the Nintendo heartland.

Super Star Wars



At certain points in the game, it's possible to access the sound test so you can listen to all the cool sound effects and those classic John Williams compositions. During gameplay, keep [A], [B], [X], [Y], and [SELECT] pressed and hit [START]. This cheat doesn't always work — for instance the sound test screen can't be accessed when Luke's piloting the Landspeeder.



Super Fire Pro Wrestling



These codes for top Japanese wrestling game were into us by **Richard Hadden** from **Northowram**.

Enter the password CUV27 34KWT PL to get into the points tournament final in one-player mode.

AY3Y3 EVXED 6Q gets you straight into the Championship Belt match in one-player mode.

D2HZS 7S3JL 4R takes you to the points tounament final on tag-team mode and D2PNW 3WPVT EJ you'll be straight into the Tag Team Championship Belt match.

Super Fire Pro Wrestling 2



Enter the password KPUJL 4U7N7 GZSWU R6E71 3DXI5 FIJKO ONMTC YSQWX TL to go straight into the points tournament final in one-player mode. In the championship belt tournament you come up against three wrestlers who are not in any ather part of the game. Their codes are:

PYCOQ HKAR6 2B7ZI RK3IM
YW7GE 2J3SB 2WPGH 5XD54

L7GK3 XIDMC AUTQH MIRHJ
76TGF AYR4U A6LGF SPFQB
B7

Championship Belt Challenge
6HTS7 WZPAN JQOIX AZKX3
HFOVT JYKBQ JF6VT SWDQP
NZ

Enter 4SSSU GFSIS PZ5NF
YOHSX
CDRXK LX34M MIEB7 V50MR
WM
to go straight into the points tournament final on tag team mode.

Enter the password PIIEV 2JQTZ
EU6WJ HPHAN
AI4NC KNOPT TSRYH 5XEP4 UU
You'll be straight into the tag team championship belt match. So now you've got no excuse for not winning the coveted World title. And if ever you get stuck, use the oldest tip of them all… cheat!

TIPS

Kiki Kaikai



Don't get fooled by the cute looks, this one's actually a pretty demanding shooter! If you're finding it too difficult to get ahead, try this stage select cheat. At the character-select screen, move the selection cursor to the desired character. Keeping [X] and [Y] pressed, press [A] four times, [B] four times, then [A], [B], [A], [B], [A], [B], [A], [B], and [START]. The stage select screen should come up. Just choose the stage you want to play.

Alien Vs. Predator



For all the hype, this game's a bit of a let down as far as gameplay's concerned. If you're finding it tough going, try this stage-select cheat. When the title screen is up, select CONFIG and open the option menu. Keeping [L], [R], [X] and [A] pressed on controller 2, press [START] on controller 1.



ACTION REPLAY ATTACK!



We've had so many letters from game fiends wanting *Street Fighter II* codes that we're dedicating this month's section entirely to the briliant beat-'em-up. Keep sending your codes to the usual address and you might even win an Action Replay T-Shirt!



STREETFIGHTER 2

The following codes were sent in by Andrew Lee and Jamie Whitehead of Thringstone. Please note all codes are for the Japanes version. Effects may vary using UK or USA versions.

Magic throws Player 1 7EOE6000
Magic throws Player 2 7EOC6000
Mess 1 player 7EOC580
Mess 2 player 7EOE1580
Good Dragon Punch Player 1 7EOC2E00
Small jumps Dragon Punch Player2 7EOE2EOO
Player 1 gets hit without being touched 7EOCO3OE
Player 2 gets hit without being touched 7EOE03OE
Gravity pulls left (jump only) Player 1 7EOC3OF6
Gravity pulls left (jump only) Player 2 7EOE30F6
Player 1 is invincible 7EOC2BBO
Player 2 is invincible 7EOE2BBO
Player 1 looses all his energy then becomes invincible 7EOC2BOO
@Player 2 looses all his energy then becomes invincible 7EOE2BOO
Two special moves at once Player 1 7EOD8000
Disappearing Dragon Punch Player 1 only 7EOD8001
Strange throws Player 1 7EOL1230
Strange throws Player 2 7EOE4230
Player 1 gets a perfect 7EOE2BB8
Player 2 gets a perfect 7EOC2BB8
ARCADE PERFECT! Guile's handcuff, minus the big combination. Just use medium throw 7EOL0581
Zangief's death-dealing combo Player 1. Have switch enabled before starting and pick Zangief! 7EOCO3OC
Zangief's death-dealing combo Player 2 7EOE030C
Stunning flame death Player 1 7EOCO3OE
Stunning flame death Player 2 7EOEO3OE
Player 1 gets 9 million points for Dragon Punch 7EOC23BO
Player 2 gets 9 million points for Dragon Punch 7EOE23BO
Dragon Punch kills with one hit Player 1 7EOL23AO
Dragon Punch kills with one hit Player 2 7EOE23AO
Faster moves Player 1 7EOC5600
Faster moves Player 2 7EOE56OO
Player 1 is covered in blood 7EO48300

GENIE GALLERY

Got an NES Game Genie? Got a brain? Right, well that's all you need to use these codes — it's that simple! If you know some we don't, send them to us at the usual address — there's a cart of your choice for the sender of the most original code each month!



Here are a selection kindly donated to us by Andrew Lee and Jamie Whitehead of Thringstone.

Batman
Running enemies freeze when shot EXGOTO

Bart
Floating jump OPSYVUGA
One life for every coin PAXNGYAE

Adventure Island 2
2 lives PEXVAALA
7 lives TEXVAALA
10 lives PEXVAALE

Luner Pool
Balls bounce wrong way IIIIIG

Batman
Full energy EEEPOTPA
Machines move slower PPPPPP
One shot with dirk to kill level boss SOPZEA

Battle of Olympus
Divine sword & loads of olives LAUGYAAA +GASATASA

Blue Shadow
Super Jump VKPZXP
No baddies XLTIGA

Bubble Bobble
Infinite Lives OAUGUZLE

Fester's Quest
Invincibility OGIPEK
Change Music LEGEIO

Desert Strike



If you're having trouble making your way through this tough strategy sim try these codes:

Level 2 3ZLHZTN
Level 3 93ZHBRH
Level 4 W8PP97Z
Level 5 W4WSP37

James Bond Jr

Try these level codes:
Level 3 0007
Level 4 3675
Level 5 9025
Level 6 1813
Level 7 3353

Super Smash TV



If you're having problems cracking this gory blast-'em-up, try this sneaky cheat. To avoid fighting any enemies enter the Circuit Select code — press [RIGHT], [RIGHT], [UP], [DOWN], [R] and [L] on the title screen.

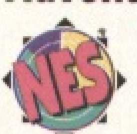
When you've chosen which level you want to begin on, start the game. Before you enter the door in the next room, hold down [SELECT]. When you go into the next room all the bad guys die and after a few seconds a voice says 'Lets go.' As if by magic, all the exits open. Repeat this to complete the game.

Hook



This cheat enables you to build up loads of extra lives. When you get to level 5, at the start of the level fall down the first chasm on the right. You will then notice Tinkerbell at the bottom of the pit, walk across to the right and you'll see a 3-up and a leaf. You have to go underneath the rocks to reach them. Then when you've collected this, die and repeat same the same procedure until build up enough lives.

Adventure Island 3



Here's a handy stage select for this great platform adventure. On the title screen press [DOWN], [UP], [LEFT], [RIGHT], [B], [A], [B], [A] and the stage-select screen appears — try the last level, it's really tough!

Krusty's Super Fun House



Here are a couple of handy cheats for all you Krusty fiends out there. Enter the password JOSHUA — put a space before and after — to exit a section without completing it — simply go back to the door and push [UP]. If you repeat this on every section , you'll be able to see the game's finale.

The next cheat helps you round up the rats in a room quickly. In any room where Krusty has at least two moveable blocks, place the first block next to a wall. Now wait until the rats cross the block and are between the wall and the block. Stand on the block and release the second block thus trapping the pesky rodents. It's best to make sure that the area between the blocks and the wall is the size of another block because then the rats compress into a single rat.



This month's winner of £50 worth of software is Mark Fountain of Gwent. He sent us his very own booklet, *Thirty Tips For Your Nintendo*.

Although we didn't use them all, here are the best of the bunch. Oh! Mark you forgot to include your address so get in touch so we can sort out your prize.

Bad Dudes



On the title screen press: [B], [A], [DOWN], [UP], [DOWN], [UP] to get 64 lives on the second controller.

Metroid
Type in JUSTIN BAILEY on the title screen

Snake Rattle and Roll
If you reach the end of Level 1 in under 4 seconds you'll find a rocket taking you to Level 8.

Legend of Zelda
Name your player Zelda to start on the second quest

Tetris
To get past Level 9 High 5 press and hold [B], [A], and [SELECT]. When the block touches the floor or another block, you automatically complete the level.

Blades of Steel
To start with no goal keepers hold down [A] and [B] on both controllers when the title screen shows. Now press [START] on controller 1

Nintendo World Cup
Type in 56131 on the password screen to get to match 8

Captain Planet
To get to stage 5-2, enter the code 829443

Burai Fighter
To make the game more difficult use the code: "GOOD"

Turtles



If you're nearly dead, pause the game and press [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B], [A], for an energy top up.

Kirby's Dream-Land
For a harder game, press and hold [UP], [A] and [SELECT] on the title screen .

Pipe Dream
Type in "TALL" to get to Level 25.

Choplifter 2
Type in "CHPLFTR" to get to 2-1.

Pitman
The code "RGIM" gets you to Level 100.

Bill and Ted
To get to "The Abyss" use the code 555-6737

Bomber Boy
Type in PKL8Q8AC.

Darius Wing
For 49 ships press [L] and [R] on controller 2 then SELECT and START.

Bombuzal
Use the code "WIND" to get to Level 50

Rocketeer
Try this password 040-473-312



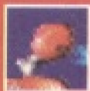


Part One

Get out your Brontosaurus burgers It's time to go clubbing! *TIPS FORCE* brings you PART ONE of a stone-age solution to CHUCK ROCK on the SNES. Stand by for the first three stages of this prehistoric platformer...

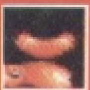
Stage One


Heart: grab this pounding power-up for one extra energy point.


Meat: when hunger strikes add one energy point by chomping this.

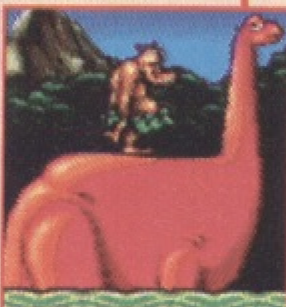

Pig's head: Yum, yum! My favourite. This little piggy gives 10,000 points!


Small rock: use this as an umbrella or to give a bit more height for a jump.

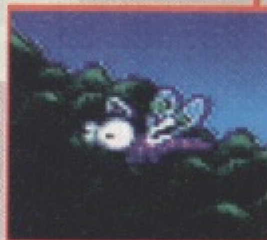

Sausage: keep your eyes out for bangers. You get 100 points for each.


Bean: Coffee bean, baked bean, Mr Bean! There's 100 points for each one.


Monkeys: throw coconuts at Chuck from the tree tops. Use a small rock at an umbrella.


Giant Dinosaur: use him to cross the swamp by standing on his back.


Swamp: use a large rock to cross this stinking mess.


Flies: buzz around Chuck's head and can be killed with one hit.

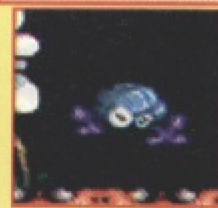




Walker: trundle along the ground with a huge hammer to bash things!



Marcher: stride about platforms with nowhere to go.

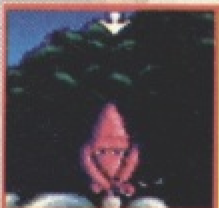


Tip toes: sneak about and pop up when you're least expecting it.



Baby bird: covered with a shell and deadly to the touch!



Pterodactyl: fly around and swoop onto Chuck's head.



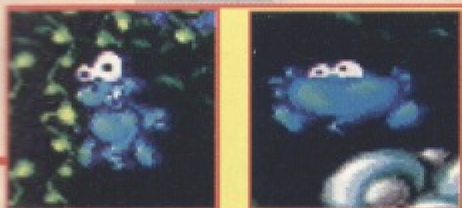
Handy pterodactyl: when hit they fly up, grab Chuck and move him to another platform.



Green dino: trundle about and split into two, then four smaller dinosaurs!



Sea saw crocodile: throw a rock onto his nose and he'll catapult Chuck skyward!

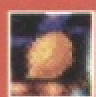

Leaper: these just jump around the level making trouble.

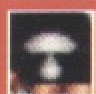

Tiny Jaws: look harmless but have giant teeth which are bared if Chuck goes near.

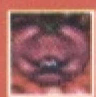



● Boss
Rasping dinosaur: Pick up the small rock and throw it at this dino from the ledge. Then while he runs away Chuck can quickly jump down, pick up the rock and repeat the sequence until he's popped off!

Stage Two

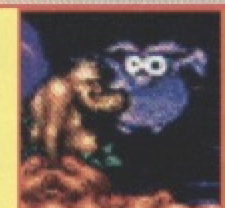

Lemon: this tangy treat is worth1500 points and it's rich in vitamin C.


Mushroom: this funky fungi is worth a whoppping 1000 points.


Tomato: fried or green, grab this tasty tommy for 1000 points.


Scary sludge: suddenly pops up from nowhere and can't be killed. You camn tell where they are by watching the brown earth.

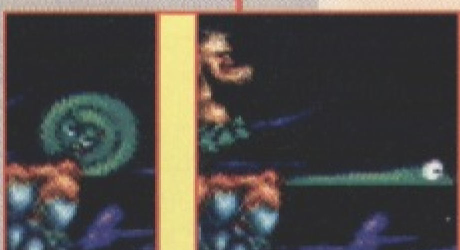

Spotted mushrooms: bounce around the level until they are killed. Yellow splodge: boring! Kill this thing quickly.



Balloon flyer: deflate this dino with one hit.


Purple hedgehog: watch out for those spikes! Pop him off.


Jogger: dashes about the level thinking he's in a marathon!


Spider: climbs up and down his web getting in Chuck's way.


Curled worm: hit him to form a diving board for Chuck to reach another platform.

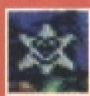

Blue spike: just pop him off before he gets nasty.

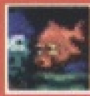

Shy dino: marches up and down with his head in the ground!

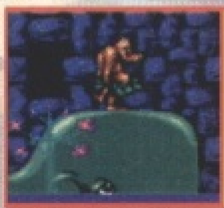



● Boss
Sabre toothed tiger: sneak up behind this harmless looking little pussy cat and repeatedly hit him. If you have timed things right you should be able to get constant hits in before he can retaliate.

Stage Three


Starfish: 400-1000 points depending on the size of the star.


Goldfish: too cute to eat really but what the heck — they're worth 600 points!


Whale: use him for a lift across the water in a similar way to the dinosaur.


Guppy fish: just swims left and right, one hit and he's gone!



Squid: float on top of the water but deadly to the touch!



Frogs: stand on their heads and they will leap, catapulting Chuck to the higher platforms.


Turtle: crawl around aimlessly until you put them out of their misery.


Crab: have very nippy pincers. Hit them before they can get them out!

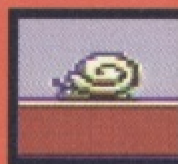


● End of stage Boss
Watery squirter: this slippery character is very tricky — he needs a kick in the stomach at the right time. Wait until he has thrown out his crabs and squirted water, then go for it. This requires lightning reflexes — one wrong move and Chuck will be killed instantly!

Another pulsating pre-historic part next month...

McDONALDLA

The golden arches are crumbling! The Hamburglar is on the loose and he's stolen Ronald's magic bag. The *TIPS FORCE* team make your day with some tasty nuggets of info on the apetising adventure McDONALDLAND. Look at the pictures, read the tips — it's just like a menu. Have a nice day!



Draggie: he may look like an harmless litttle snail but if you touch them they'll drain your energy.

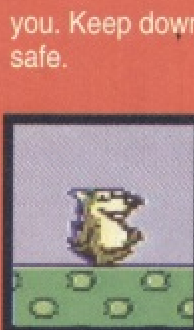


Albert: don't be deceived by his cute appearance. Watch out when you try to leap over him as he leaps high up when you jump.



Hanging Harry: Harry isn't the nicest of creatures — he lowers himself down from a tree to get you. Keep down low and you'll be safe.

To get puzzle cards hidden beneath a platform, run towards the wheels at the end of a ledge. Sprint fast enough and you turn upside down — you can now pick up the cards and coins.
Repeat the process to get up the right way again.



Goforit: this little pest follows you, so watchout for him. The best way to get past him is to run fast and leap over him.



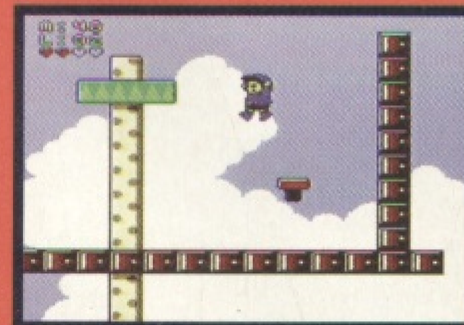
Gnash: lurking deep in the waters of McDonaldland is this vicious pirana fish. If you fall in the water Gnash kills you straight away. Be careful he hasn't eaten anything for weeks!



Putt: although Putt flies above your head, you still need to be careful when you leap into the the air



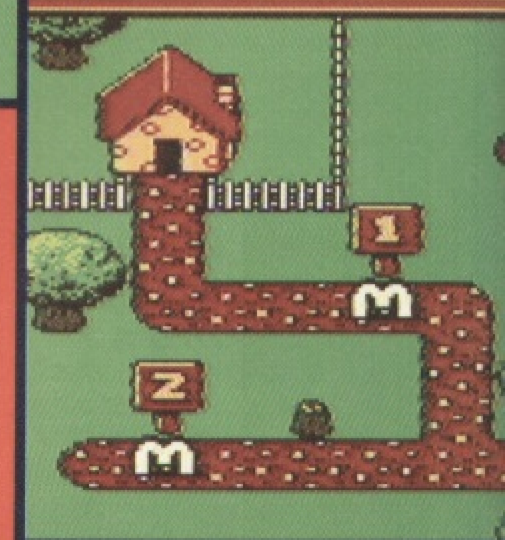
Puzzle Cards: these aren't something you get free with a Happy Meal, they are your passport to another world. Before you can exit a level, you need to collect the right number of puzzle cards — better keep your eyes open though, they're hidden in the weirdest of places!



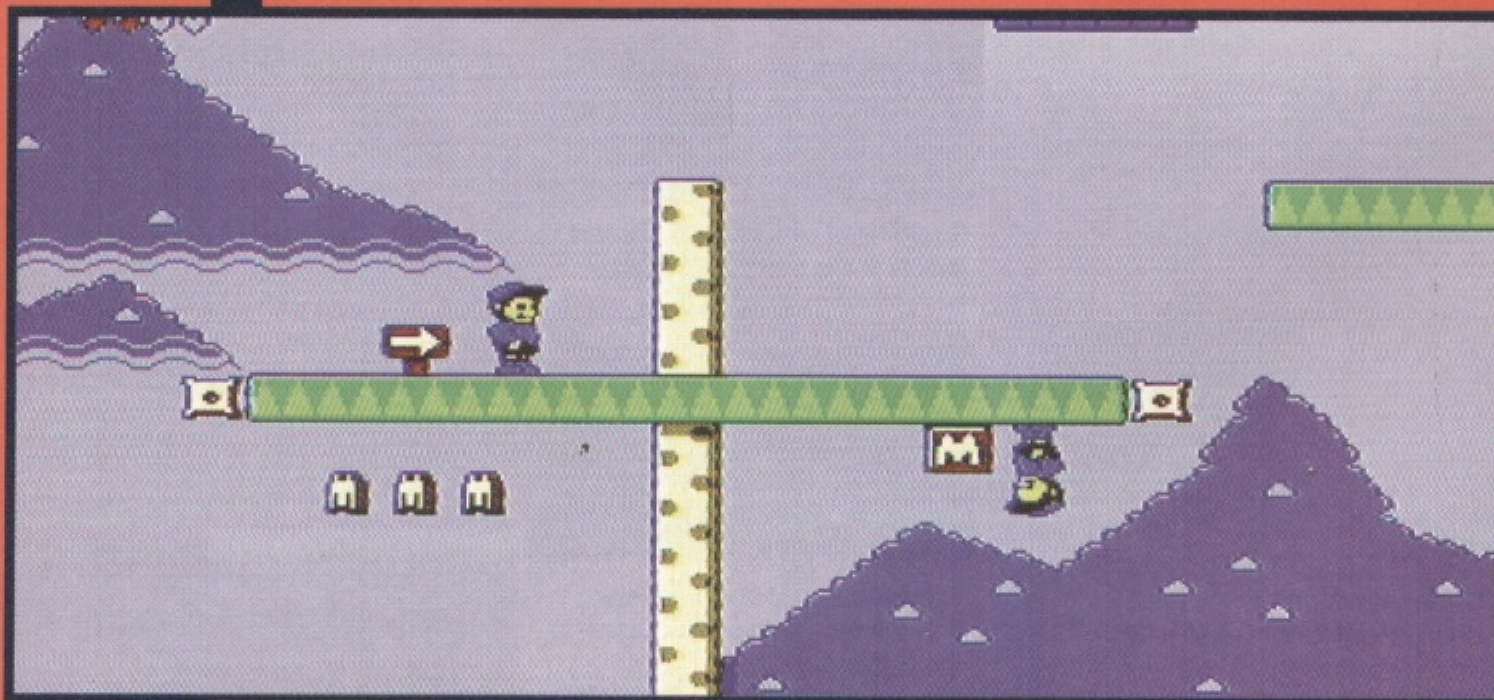
Secret Worlds: there are many secret worlds in McDonaldland. Enter these worlds through zips. In the secret worlds there loads of Golden Arches to collect and even the odd extra life.

Leaves: floating leaves help you get onto certain platforms. There also falling leaves which are trickier to leap onto.





The stages of McDonaldland are sub-divided into levels. Search them for puzzle cards and hand them to Ronald — he'll transport you to a new stage. The further you get the more cards you need!



AND





To find hidden blocks, try picking up a normal block and taking it to a spring platform. Using the block as a weight (see above) bounce onto the platform for an extra-high jump!



That's all for this month. Tune in next issue for more of the best tips and cheats around.

Don't lose — choose!

Which one of these three brilliant games would you like to see stripped to the bone by the *TIPS FORCE* crew! All you have to do is dial...





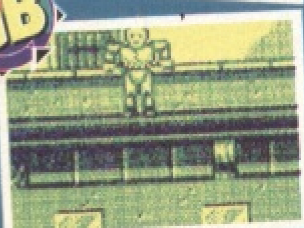
Pilotwings
0389 007 881





Lemmings
0389 007 882





Crash Dummies
0389 007 883

The game with the most votes will be tipped in the next issue of N-FORCE. Calls cost less than 10p!



Win £50

Listen up game fiends! *TIPS FORCE* are giving away TWO £50 prizes for the senders of the best tips of the month.

So turn your talents into cash and get to work solving your favourite games. It doesn't matter if your tips are for the SNES, NES or GB but the prize winners are more likely to be for new releases and we absolutely love maps! And one other thing — definitely no more *Super Mario Bros* or *Street Fighter II* codes!

FAMOUS FOR 15 SECONDS

May's been a mega month for game fiends — high scores have been arriving by the sack load! Check out the cream of the crop and if you can do better, fill out the coupon. Have you got what it takes to make the grade...?

Double Dragon 2 ■ GB ■
243500 completed
David Burch, Maidstone, Kent.
Double Dragon 2 ■ GB ■
243489 completed
J Richards, Surrey
Tetris ■ GB ■
Game A 198 lines level 19
Game B Level 9 High 5
Completed
Colin Newport,
South Glamorgan.
John Madden 93 ■ SNES ■
98-3
Robert Fernyhough
Cheshire
Streetfighter 2 ■ SNES ■
Completed level 7 with Chun Li without losing a round
Robert Fernyhough
Cheshire
Streetfighter 2 ■ SNES ■
Completed game with Ken only losing two rounds
F. Williams Cardiff.

I want to be famous for 15 seconds — please include my fantastic hi-scores and a pic of me looking cool!

1...format..
2...format..
3...format..

I ain't lying and that's the truth ❐
I have sent a photo of myself because I look like Basil Brush ❐

Name...
Address...
....
....
....Postcode.....................................

● Send your hi-scores to Famous for 15 seconds, N-force, Impact Publishing, Ludlow, Shropshire Sy8 JW.

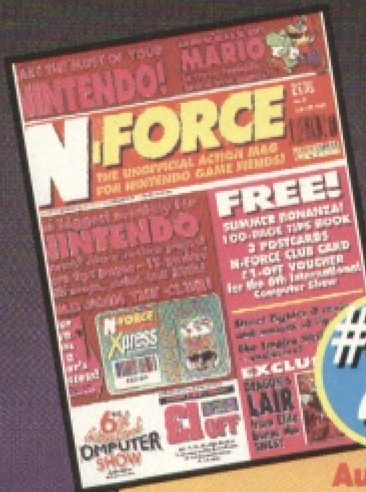
SPECIAL OFFER

SUBSCRIBE TO LESS THAN TH a DECENT CAR

I'M A GAME-FIEND – I SUBSCRIBE!

FLASHBACK

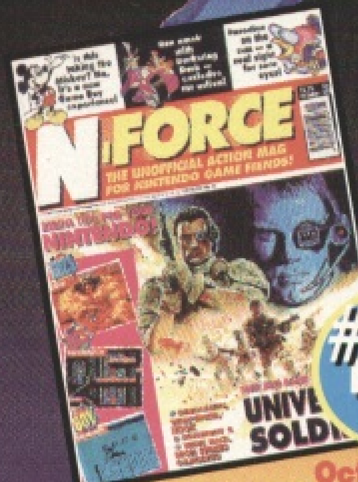
There's never been a better time to build yourself an encyclopedia of Nintendo gaming by investing in a complete set of *N-FORCE* issues...



August '92
Bumper bundle issue with free postcards, 100 page TIPS FORCE book & club card!



September '92
You'll never guess which mag reviewed Super Mario Kart before anyone else...



October '92
Free Street Fighter II 100 page novel and tips explosion! Plus first look at Universal Soldier

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Free 100 page puzzle book, Spiderman exclusive and a massive Zelda tips special!



December '92
Free massive Street Fighter II poster, Bart's Nightmare exclusive and more SF II tips!



February '93
Super Star Wars extravaganza, Tiny Toons tipped to destruction and loads more!

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Expiry date...

Signature...

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NES Turbo Touch pad		❑	8713
Game Boy Magnilight		❑	8714

Overseas subscription options

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Order form!

This offer replaces all others and expires 8.4.9

MAIL FORCE

It's letter time again and Spring fever has got you all putting pen to paper and voicing your opinions. The N-FORCE team delve into their massive mailbag once more — and what a manic May it is...

Letter of the month!



Praise be!

I bought Issue Eight of your great magazine a couple of days ago and on reading it was pleasantly surprised. I like the way each reviewer gives a game their own score.

This helps because you can, when reading all the way through, build up a picture of what sort of games each reviewer likes best, and you can then choose the reviewer(s) that have the most in common with your taste and select them as the one you trust.I don't know whether it's meant to work like that but it sure is useful when choosing a game.

Secondly, perhaps you could include a games index as these prove very popular and useful in other mags (I'd dare not mention which mags) and how about some posters?

Oh, and by the way, your right — Sega are crap! Keep up the good work.

■ *Chris Blake, Trowbridge, Wilts*

■ Thanks Chris! We always listen to our readers so I hope you like our Full Force section reviewing every game ever to have appeared in N-FORCE. It's taken ages to compile but I'm sure you'll agree that it's worth it. If you're thinking of buying a game, just look it up in the index and see what we think— no more wasted cash!
If you've got any more suggestions we'd love to hear them. Oh, and have a T-shirt for being Letter of the Month!

■ *CHRIS*

Safe as houses!

I got a Game Boy for Christmas and now I would like an Action Replay cartridge, but I have heard that it damages the Game Boy. Because your mag is so cool I thought you would be able to tell me if this is true.

P.S. Can you please send me one of your really cool *Street Fighter II* posters?

■ *David Officer, Catterline, Nr Stonehaven*

■ Who started these stupid rumours in the first place? There's no way that an Action Replay cartridge will damage your Game Boy. All it does is alter the code of a game to create infinite lives, time or any other effect. It's harmless and loads of fun! I'm glad you liked the *Street Fighter II* poster, there aren't many left but we'll have a look around the office and find you one. If you want any other back issue, all the details are on page 68.

■ *NICK*

Double Dutch

Here's a letter from two Dutch game friends who think they are pretty good, but enough small talk. We got hold of your February issue and we think it's absolutely brilliant. We love the way you handle Sega and the reviews and tips are very useful.

Could you please answer a couple of questions.

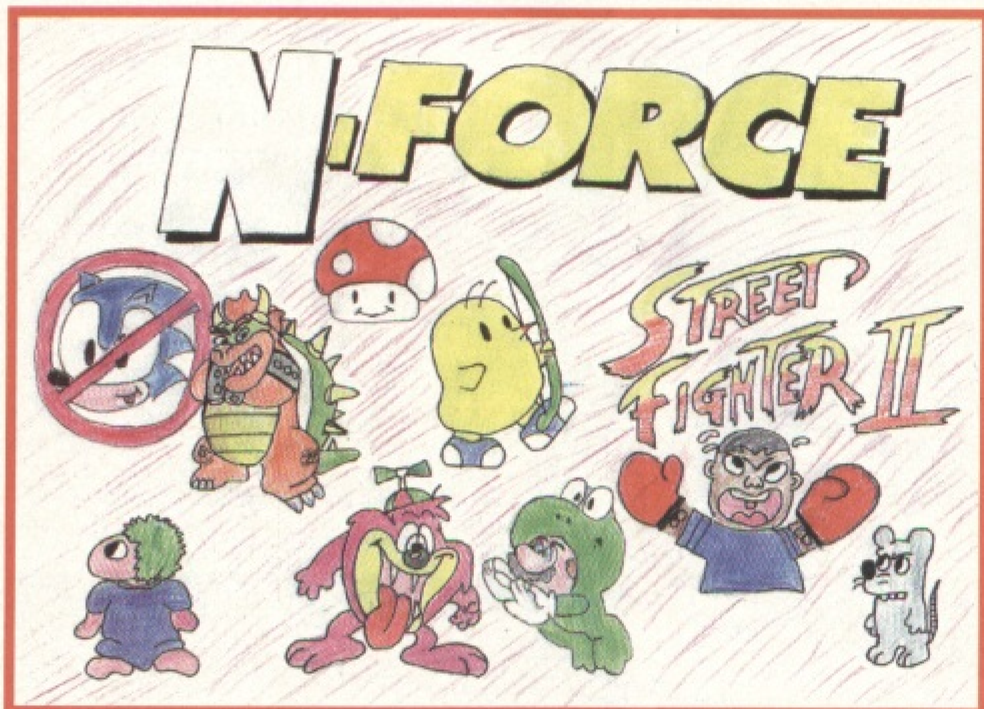
1. Could we order a Pro Action Replay (SNES) if yes, how? Do they ship to Holland?
2. Can we order games from Krazy Konsoles, Zonetec or Game Pro? (There are only about 14 SNES games in Holland)
3. Do you know if the SNES game *Best of the Best* is any good?
4. Can you tell us what the terms 12 Meg and 16 Meg mean as used in the Krazy Konsoles advert?

■ *Jan and Maarten Kok, Netherlands*

■ I'm sure you could order an Action Replay straight from Datel Electronics if you can't get hold of one in The Netherlands. Their UK phone number is 0782 744707. The same goes for all the mail order companies you mentioned. Just give them a call or write with your requests and I'm sure they will be able to help you out.

***Best of the Best* isn't a brilliant game but we all had a laugh playing it around the office. It got 76% back in Issue Nine.**

Oh and the 'Meg' rating on the



There's plenty going on in this piece from Angus Thornett. Love the *Street Fighter II* character and the Dizzy Devil is cooooooooool!

XPRESS CLUB

Welcome to this month's N-FORCE XPRESS club corner. Check out the numbers and see if you're a winner

ROLLER COASTER

You need wheels? Check out the hotline to see if a pair of these beauties is yours!



5 SUPER NES CONSOLES

Five cool consoles are just waiting to be won. Check out the hotline to see if one of them is yours!



INSTANT WINNERS

If your card bears one of these numbers you've won a cart of your choice on ANY Nintendo format!
506272 ● 511500 ● 584840 ● 603332 ● 652501

games you've seen means the amount of memory the game takes up. Usually the more memory the more complex the game is, but it doesn't always work like that — *Super Mario World* was only 4 Meg and it's got 96 levels!

■ **ROB**

NES natters!

Please could you answer these questions.

1. What's the best game on the NES not including *Super Mario Bros 1, 2* or *3*?

2. Which *WWF Wrestling* game is the best on the NES?

3. Where can I get a cheap video game?

■ *Jason Parsons, Gloucester*

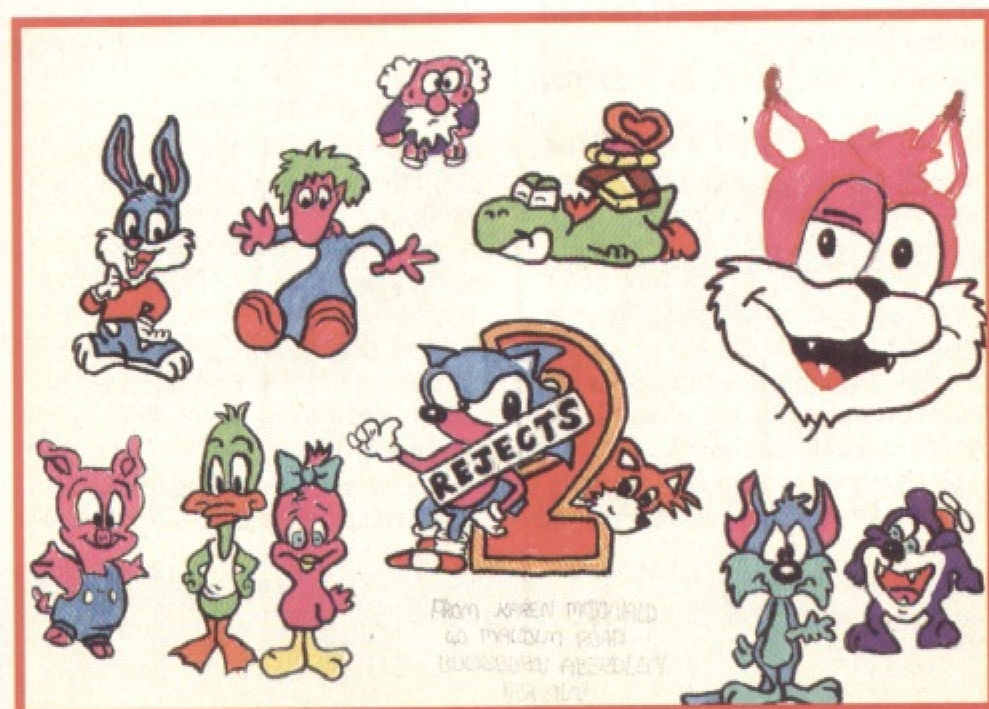
■ **There are some brilliant games around for the NES. Have a look at *The Fantastic Adventures of Dizzy* — a great arcade adventure game starring a jolly bouncing egg. Or there's *Noah's Ark* reviewed this issue — it's a great laugh!**

There have been a couple of *WWF* games now. The best in my opinion is *Steel Cage*. If you're looking for cheap video games and are fed up of paying out £40+ for a cartridge, check out the new Code Masters Plug-Thru range — *Dizzy*, *Micro Machines* and the *Quattro* four game cartridges are coming out all priced at £29.99 on the NES!

■ **CARL**

Curious codes

My friend and I are using the Game Genie codes from the February edition of your mag on *Tiny Toon Adventures* but the code did not work, please



Doesn't anybody out there like Sonic the Hedgehog? Of course not! Karen McDonald thinks Sonic and Tails are Nintendo rejects!

MARKET FORCE

Looking for a bargain? Want to swop a cart or team up with a pen pal? Well, you've come to the right place. To book a free ad call 0584 875851.

SWAP

● Swap UK SNES for USA SNES. Straight swap, got to be in good condition. Phone Jamie on (081) 692 1078.

● SNES Super Aleste Mario or F-Zero, swap any for Super Probotector or Mario Kart. Open to other offers. Tel (051) 928 2065, ask for Neil.

● Super NES and Nintendo games for swap. I will also buy SNES games up to £25. Phone Brian after 6pm on (0463) 221173.

● I will swap my NES with 7 games for your Game Boy or Game Gear with games. Phone Pat on (0689) 827486.

● I will swap Zelda III for Actraiser or Castlevania IV. Phone Robbie after 5pm on (0686) 629842.

● I will swap Smash TV for Super Tennis, Blues Bros, SFII or Ghouls and Ghosts. Tel Graham on (0382) 810353 weekdays 4.30 - 6pm (not Fridays).

● I'm willing to swap Super Mario Brothers 1 for any other NES game. So contact Rob and see if it's your game I want. Tel Rob on (0926) 315127.

● Two classic arcade machines, Space Invaders and Commando in perfect working order. Open to sensible offers swaps. Buyer collects. Tel (0434) 607367, ask for Martyn.

● Game Boy game to swap - Super Mario Land 2 for Tiny Toon Adventures of Dr Franken or I will sell it for £20. Ring Lucy on (0749) 870764.

● For SNES I will swap Super Mario Kart, for Desert Strike, Super WWF, or Un Squadron, ask for Greg on (0337) 40056 after 6pm.

● SNES swaps! UK WWF, Smash TV, and Mario, for Sim City, Lemmings, Action Replay, Turtles 4, Dragons Lair, Ask for Paul on (0525) 370303.

● I will swap my copy of Ocean's Exhaust Heat (SNES) for WWF, Final Fight etc, or offers to Paul on (929) 424097. Pal only please.

● Will swap my Mega Drive, two games for SNES with Mario or sell for £100 ono, two months old, excellent condition. Please phone (0407) 740 204 after 4pm.

● Super Nintendo, two joypads, SFII, Mario Kart, Zelda, Tennis, Swap for Neo Geo. Tel: (0294) 213672.

● I will swap my Super Wrestle Mania for your Final Fight, Dragon's Lair, Turtles, Bart's Nightmare, or David Crane's Tennis, (SNES). Write to Gareth Hood, 3 Sunny Bank, Pyle, CF33 6FN.

● For sale Game Boy game Popeye for £10 or will swap for any other Game Boy game, except Tetris. Tel (0438) 811454.

● I will swap my English SNES and £30 for your Jap Famicom, must be perfect and boxed like mine. Phone Rob on (0943) 877388 after 6pm.

● I will swap my Atari Lynx II & Psu and Gauntlet 3 game, for a Super NES console, & pads and £60, will negotiate. Phone Gary on (0346) 25823, (515823 after Feb 18th).

FOR SALE

● NES and four games, £90. Tel (021) 477 3497.

● NES for sale with four games which are Simpsons, Megaman 1, Hyper Soccer and Joe and Mac, Cave Man Ninjas with two controllers all for £105 it is a bargain! Ring David on (061) 231 4023.

● Commodore 64C for sale or swap, 54 games, i Cruiser joystick, 1 light fantastic box with a gun worth £270, sell for £150 ono, or swap for a Mega Drive with 2-3 games. Please contact Karl Buxton on (0298) 812279.

● Stop! Read this advert after Atari Lynx for sale complete with PSU, six games and carrying case, cost £300+ sell for £100. Tel Joe on (0222) 568658.

● Game Gear plus Sonic, Haley Wars, Olympic Gold, and Shinobi, plus mains adaptor, £110 ono. Call Nick on (071) 435 6903 in great condition!

● Nes with six games, Mega Man 3, Chip n Dale, Punch-Out Mario 1, Duck Hunt (light Gun) Burai Fighter, aks for Fred on (0223) 328354, price wanted £80.

● Game Boy for sale, nine games and 40 game cartridge e.g SML, Batman 2, only £120, all with original box. Phone Stephen (after 5pm) on (0904) 769783.

● Super R Type £15 or will swop for another Super NES game. Tel Micky on (0227) 772657.

● NES 2 controllers, light gun, 2 games Mario 3 and Snake Rattle n Roll, worth £130 will sell for £55. Tel David on (0432) 276673.

● NES with seven games including SMB 2&3, Duck Tales and Hyper Soccer. All boxed in excellent condition, £150.00.

● Game Boy for sale with handy boy,

four games, carry case, adaptor and rechargeable battery pack £150 ono. Phone (0691) 659466 evenings and ask for Anna.

- NES games for sale, Chip N Dale, and Star Wars all brand new, boxed with instructions, £27 each, £50 both. Tel Daniel on (0753) 684990.
- I must be mad, 3 Game Boy games for sale Bill and Ted, Bart, Adams Family £10 each. Phone Becky on (0203) 422229 after 4pm.
- Game Boy and batteries and four games Mario, Bugs, Tetris and Flash all for £85. Tel (0295) 680 733.
- Atari ST 520 excellent condition, 7 great games Kid Gloves demos blanks, 2 joystick,s 1 mouse, games all boxed £180 buy when seen. Ring Reading 328353.
- Famicom SNES racing games, F1 Grand Prix, Cyber Formula, Big Run Rally, £19 each or will swap offers, Phone Carl on (0527) 544527.
- SNES with two joypads, one game, Super Mario World £100, Ring Derek day Tel (051) 520 2774. Night 6pm (07048) 76336.
- Mega Drive for sale very good condition and boxed, plus two games Shinobi and Wrestle War only £100, ring (081) 743 2903.
- NES with two joypads zapper, quickfire joystick, and nine games including SMB 1&3. Will sell for £200, ask for Peter on (041) 880 8208, after 4.30pm.
- UFO Pro 6 for sale, just £200 latest back-up device for Super NES includes built-in Action Replay option, a bargain at just £200 if interested telephone Ian on (081) 777 4775.
- Game Boy with nine games all for £100. You must collect or swap for Neo Geo with at least one game (Sengoku). Phone Sean on (0600) 860122.
- Nintendo NES for sale, four games including Mario 1 &2, and zapper gun. All boxed very good condition, £150 ono. Phone Lisa on (0892) 563797.
- NES with zapper gun, two controllers, Game Genie, cleaning kit, 8 good games, two cheat books, sell for £250. Phone After 5pm on (0908) 605559.
- For sale Dragons Lair on SNES, not used £45 or swap for Zelda III or Action Replay.Phone Nick on (0923) 852705 after 4.30 please.
- Two NES games for sale, Blue Shadow and Solar Jetman. Perfect condition, will sell for between £18-£21. Also SNES Final Fight for sale. Phone Carl on (081) 883 4848.
- NES for sale, ten games, Game Genie, 4 months old, worth over £400 will sell for £195 or swap SNES or MD. Call David on (0488) 82993.

WANTED

- NES Game Genie wanted, pay up to £20 or any good football games or Adventure games, pay up to £15, call James on (0622) 762691
- Mega Drive for ST (Atari) great games, two joysticks, 1 mouse loads of disk immaculate condition, want Mega Drive, 2 or 3 games, Tel: (0734) 328353 ask for Philip.
- Wanted Hat Trick Hero by Taito Japanese Football cartridge. Will pay or exchange for another cartridge. Call Stuart on (0236) 738792.
- I would like to get hold of F-Zero and Super Tennis. Ring Quinborough 609357.
- SNES/Super Famicom games wanted, good prices paid no cons!! Call (0246) 570885.
- Pro Action Replay. Will make deal on phone or do part exchange, please ring Jonathan on (061) 799 0921.
- Wanted Mega Drive, Super NES, or Master System with one or no games, pay £20, don't have to be boxed. Write to Jamie Gardner, 665 Oxford Rd, Reading, Berkshire.
- Super Nintendo games, will pay up to £20. All games wanted, UK, USA or Jap. Also MD games wanted. Also MD/SNES for sale. Ring Steven on (081) 657 3716.

PEN PALS

- If anybody out there is mad about SNES and wants a pen pal. Write to: Ben Turner, Oosterveldlaan 124, B-26670 Wilrijk, Belgium. Hope to hear from you soon!
- My name is Gary Kane, I am in desperate need of a pen pal. Write to: 94 Woodside View, Poleglass, Dunmurry, BT17 OSU, N Ireland.
- Girl or boy, Street Fighter 2 pen pals wanted: if your into Street Fighter 2, and own a SNES, aged 12-16. Please send a SAE to: Sheng Long, 294 Stanhope Rd, South Shields, Tyne & Wear, NE33 4QZ.
- Pen pal wanted, must have Game Boy or NES. Write to David Wright, 50 Agar Road, West Derby, Liverpool, L11 8NQ.
- Hi! pen pal wanted who owns a SNES and is aged between 10 and 13. Write to Aidan Crowley, 111 Kingsway, Enfield, Middlesex, EN3 4HU.
- If you love Take That and own a NES, write to me, Emma Dixon at 49 Ilford Avenue, Northburn Glade, Cramlington, Northumberland, NE23 9LE.

USER CLUBS

- Game Genie-ous! codes for the Game Boy Genie. Send SAE for full details to 11 Chalfont Close, Beddau, nr Pontypridd, Mid Glam, CF38 2SA
- Exciting new Nintendo user group, second hand hardware/cartridges. Reviews/information, special exclusive offers/discounts/newsletter, free details sae: CCC(NF) Box 121 Gerrards Cross, Bucks, Or ring (0753) 884473.
- Wanna be a wrestler? If so join the WFWF The Ultimate P.B.M. Write to Oakwood, East Lane, West Horley, Surrey, KT24 6LJ for more info (make sure you its SAE).

could you tell me why this has happened.

■ *Nick Colquitt and Eddie Morecroft, Lowdham, Notts*

■ I'm glad you mentioned this Nick as there's a lot of confusion about codes. I'm always getting new Action Replay and Game Genie codes sent in but many readers don't realise that there are different types of codes. The trouble is, different versions of games are released in Japan, the USA and Europe and each have different codes.

People often send in codes but don't say what machine or cartridge they are for. This is probably why the *Tiny Toon Adventures* codes didn't work for you. Find out what cart and machine you are using and drop me a line — I'm sure I can sort out the problem.

■ *ROB*

Question time!

I'm writing to tell you how great your mag is and to ask a couple of questions:

1. In Issue Four's Yank Tank you advertised a keyboard for the Game Boy called The Work Boy. I would oh so dearly like to have one. Do you know how much is it and when it is coming to New Zealand?

2. Also in Issue Four you only reviewed three NES games and yet you reviewed 13 SNES games. I don't want to sound rude but in the future could you try to have more NES games reviewed. Please!

■ *G Kruitbosch, New Zealand*

■ Well, gee! The Work Boy was a piece from our American correspondent Marshall. He picked up the photograph in the States. Your best bet is to try some of the Game Boy importing companies that advertise in N-FORCE — Krazy Konsoles (0422 342901) for example. They wil be able to give you more information on prices and availability.

As for reviewing more SNES than NES games, it all depends on what carts are available that month. More SNES games have been released lately but that doesn't mean it won't change around in the future!

■ *CHRIS*

Around the world

Dear N-FORCE, I think your magazine is brilliant but can you answer a few questions:

1. About *Super Mario World* on the SNES, where can I find the last switch palace?

2. Also, how do I get to the last two fortresses (the one on Chocolate Island and the one on Valley of Bowser)?

3. And, where are the other exits for Star World 1, 3, and 4?

OFF THE WALL!

It's just like being in a real art gallery at N-FORCE this month. We've had so many brilliant drawings it's impossible to print them all. Here's a selection of the top of the crop!



Ha! Ha! In your dreams Sonic! Merion Woolf has recreated the ultimate nightmare of that pesky blue hedgehog.

4. Finally on *F-Zero* can you tell me where some jump plates are? (I've only found one at Red Canyon 2). Anyway keep on pouring N-Force into Australia.
■ *David Lloyd, NSW, Australia*

■ What you want is Issue Two of N-FORCE. That had my tips on every secret exit in the game, ideal for helping out any struggling Mario fiend. Pop over to the back issues department (page 68) and buy yourself a copy now.
As for F-Zero. Both of the Port Town tracks have jumps in them. Press the turbo button and down on the joypad before hitting them for maximum lift!

■ *NICK*

The missing Link!

Me and my friend are really stuck on the ice palace of Dark World in *The Legend of Zelda* on the SNES. We've got fairly near the end of the palace and have come to the room where a door needs to be opened by a switch that doesn't keep the door open unless it is constantly weighed down.

We know that a block from the left hand side of the hole is the floor on 5F above be pushed off the edge so that it lands in 5F below, allowing the switch to be kept pressed down. However, whatever we seem to do (backtracking, changing crystal switches, etc). We cannot get the correct block to be pushed off the edge. There's always a crystal switch blocks obstructing our way.

Please, please help us, as this has been puzzling me and my friend for ages. The tips booklet supplied with *Legend of Zelda* wasn't much help, so we're counting on you dudes at the greatest magazine ever to help.
■ *Peter and Chris the Zelda freaks, Boxted, Surrey*

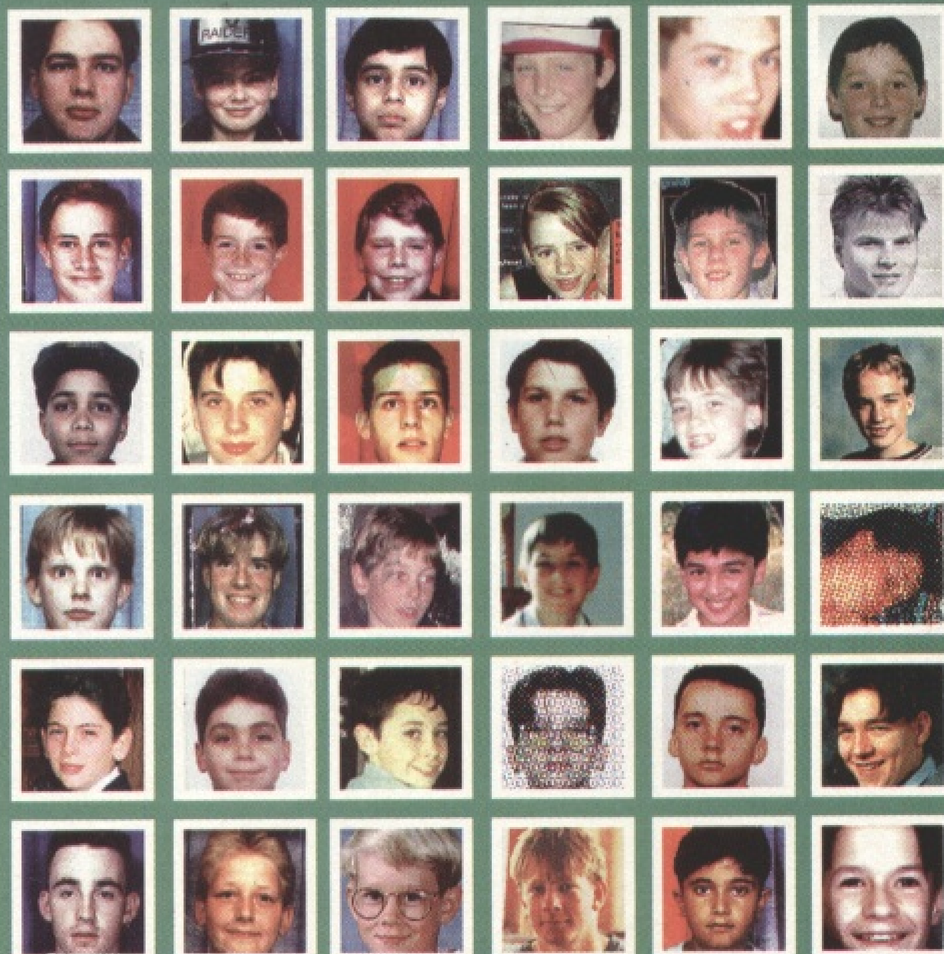
■. What you need to do is hit the crystal switch on B6 to lower the blue fences. Climb up to B4 and then back down to B5, making sure you drop into the left side of the room. Now push the lower-left stone into the hole and jump in behind it. When you land you can push the block onto the button — it's as simple as that!

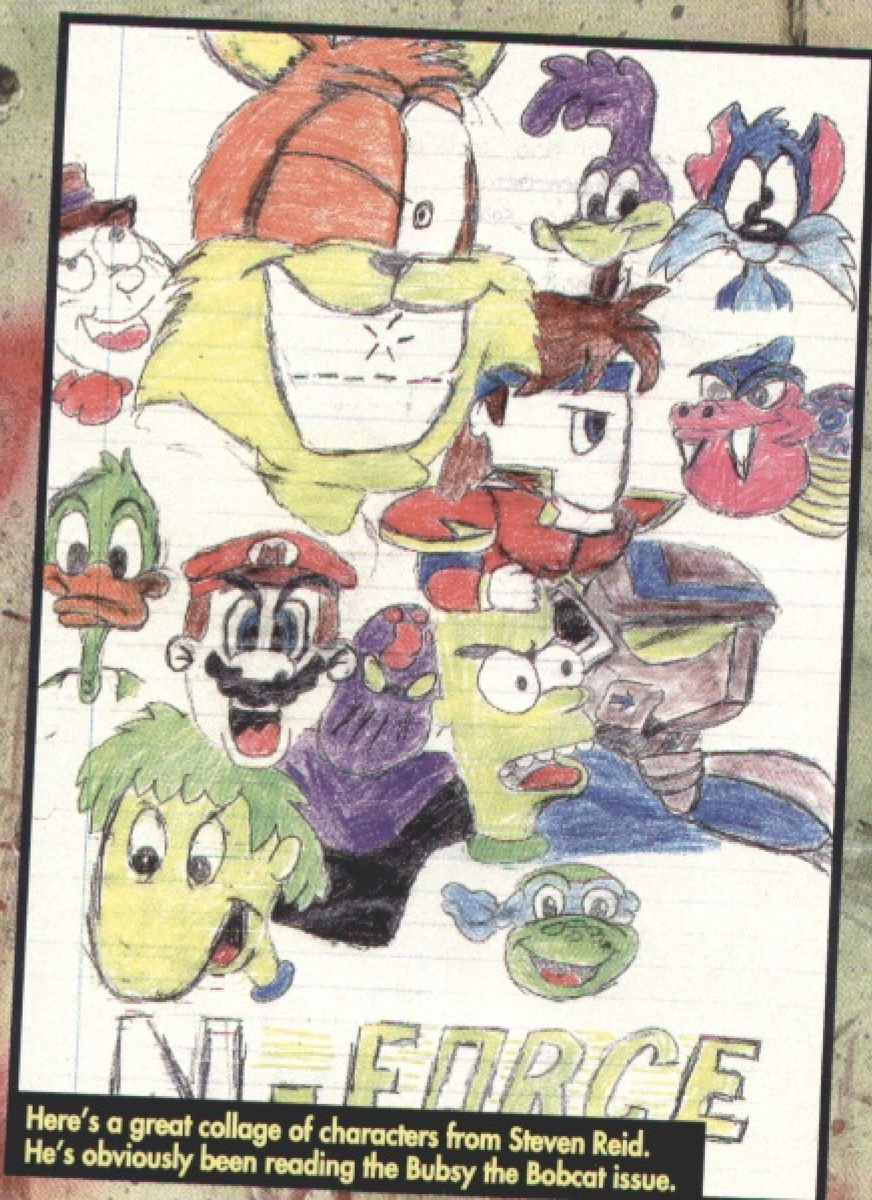
■ *ROB*

That's all for this month's *FORCE MAIL*. Keep your letters flooding in to FORCE MAIL, N-FORCE, IMPACT MAGAZINES, LUDLOW SY8 1JW

THAT'S YOU THAT IS!

Send us your photo — if you dare! This wacky lot did...





Here's a great collage of characters from Steven Reid. He's obviously been reading the Bubsy the Bobcat issue.



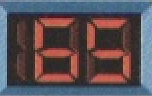
It looks like Rob Kwa can't wait for the first Super FX game to arrive. He's had to draw the logo instead.

Are there any more budding artists out there? Send in your pictures of anything Nintendo to OFF THE WALL, N-FORCE, IMPACT MAGAZINES, TEMESIDE, LUDLOW, SHROPSHIRE, SY8 1JW. The best get a T-shirt!

FULL FORCE

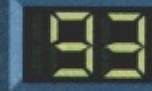
Welcome to *FULL FORCE* — the most comprehensive game guide ever. Over the next seven pages you'll find a complete list of every game ever reviewed in N-FORCE.
There's a comment and rating on each game and N-FORCE Knockout winners are given more in-depth treatment...

SNES REVIEWS

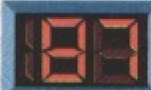
Acrobat Mission
Good soundtrack but that doesn't make up for the unoriginal gameplay.
Shoot-'em-up
Reviewed Issue 6
FORCE


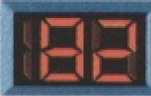
Addams Family
A lively one-player game with slick presentation, a funky soundtrack and crystal-clear graphics. Instantly addictive with loads of levels to explore — the click-fingers option is great! Recommended to everyone.
Platform
Reviewed Issue 2
FORCE



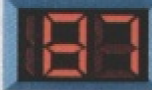

Axelay
Superb gameplay, mind-blowing 3D graphics. Great sound and excellent playability — pity there isn't a two-player option.
Shoot-'em-up
Reviewed Issue 2
FORCE




Bart's Nightmare
A fun — but sometimes tedious — game with great cartoon graphics and a funky soundtrack.
Arcade
Reviewed Issue 6
FORCE


Blues Brothers
Good animation and sound, plenty of depth but very frustrating gameplay — especially in two-player mode.
Platform
Reviewed Issue 8
FORCE


Castlevania IV
Outstanding presentation and excellent 3D and Mode 7 graphics.
Arcade
Reviewed Issue 1
FORCE

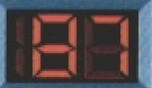

Chuck Rock
Large sprites, a rockin' tune and great playability make this great fun — a bit easy though!
Platform
Reviewed Issue 8
FORCE


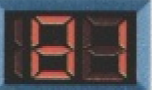
Clue
American conversion of the classic board game Cludo. Stick to the original it's cheaper and more enjoyable.
Board
Reviewed Issue 7
FORCE


Contra Spirits
An excellent one- or two-player blaster full of power ups, mindless shooting and alien blasting. Great graphics and FX — a bit light on levels though.
Shoot-'em-up
Reviewed Issue 1
FORCE




David Crane's Tennis
Incredible 3D animation and FX, large sprites and fast pace.
Sport
Reviewed Issue 8
FORCE


Desert Strike
Gulf War sim with detailed graphics, fast scrolling and addictive gameplay.
Shoot-'em-up
Reviewed Issue 8
FORCE


Dinosaurs
Great graphics but needs more levels — difficulty option adds variety.
Platform
Reviewed Issue 4
FORCE


Dragon's Lair
Excellent graphics, dodgy to control at first and damn hard — addictive as hell.
Platform
Reviewed Issue 5
FORCE


Extra Innings
Cutesy one- or two-player baseball sim with excellent gameplay.
Sport
Reviewed Issue 2
FORCE


F1 Exhaust Heat
Very playable Grand Prix sim featuring sixteen tracks and a one- or two-player option.
Racing
Reviewed Issue 7
FORCE


F-Zero
Futuristic 3-D super-smooth racing game with excellent Mode 7 graphics— fast, brutal and fun.
Racing
Reviewed Issue 1
FORCE




F1 Super Driving: Aguri Suzuki

Good digitised graphics and playability but difficult controls and poor FX.
Racing
Reviewed Issue 4
FORCE 85

Final Fantasy Mystic Quest

An excellent introduction for beginners but lacks serious challenge.
RPG
Reviewed Issue 8
FORCE 76

George Foreman's KO Boxing

Nasty Boxing sim, even the two-player option doesn't save it — avoid like the plague!
Sport
Reviewed Issue 6
FORCE 45

Gods

Tough gameplay with loads of puzzles. Tedious first levels but gameplay gets better.
Platform
Reviewed Issue 8
FORCE 81

Golden Fighter

Very annoying fighting game let down by poor the animation and gameplay.
Beat-'em-up
Reviewed Issue 4
FORCE 54

Gun Force

Challenging but slow blaster with good graphics.
Shoot-'em-up
Reviewed Issue 6
FORCE 70

Hat Trick Hero

Amusing but unrealistic football game with two-player option.
Sport
Reviewed Issue 7
FORCE 86

Hook

Looks great, sounds great but falls down on playability.
Platform
Reviewed Issue 4
FORCE 81

IREM Skins Game

Great graphics and playability make this one of the best golf sims around — two-player option lets you play against mates for cash.
Sport
Reviewed Issue 7
FORCE 86

Jack Nicklaus Golf

Good golf sim, but limited number of holes to play.
Sport
Reviewed Issue 2
FORCE 77

James Bond Jr

Unrealistic scrolling, awful sound and nasty animation — stay clear!
Platform
Reviewed Issue 8
FORCE 43

Jimmy Connors' Tennis

Above-average tennis sim with lots of variation. Slow at first but good fun.
Sport
Reviewed Issue 8
FORCE 70

Joe & Mac: Caveman Ninja

lick animation and great visuals with a great two-player — levels are a bit samey!
Platform
Reviewed Issue 2
FORCE 89

John Maddens '93

Great sound, and good — but small — sprites make this a brilliant one- two-player American football sim. The controls are hard at first but once mastered it's great fun.
Sport
Reviewed Issue 8
FORCE 93

King of the Monsters

Great animation but dodgy music and poor FX mean you'll soon get bored with this.
Beat-'em-up
Reviewed Issue 5
FORCE 70

Lemmings

Highly addictive strategy game with brilliant graphics and tunes. Over 180 levels to keep you going way into the early hours of the morning.
Puzzle
Reviewed Issue 1
FORCE 90



Krusty's Super Fun House

Humorous gameplay with a good range of puzzles — too repetitive!
Puzzle
Reviewed Issue 3
FORCE 82

Magic Adventure

Unusual Japanese game with good graphics but bland gameplay.
Platform
Reviewed Issue 4
FORCE 77

Mario Paint

Fun-packed but basic art package for kids.
Educational
Reviewed Issue 5
FORCE 82

Mickey's Magical Quest

Superb game with great graphics and soundtracks. Gameplay is a little easy but can be altered to make the game more interesting.
Platform
Reviewed Issue 7
FORCE 93



Monopoly

Bad sound and FX make this poor conversion really boring indeed — horrible!
Board
Reviewed Issue 7
FORCE 25

Mystical Ninja (The Legend of)

Excellent one- and two-player game, with loads of options, great sound and 10 challenging levels — brilliant!
Arcade
Reviewed Issue 1
FORCE 95



Out of this World

A unique combination of textured polygons and sci-fi backdrops make this atmospheric and very addictive.
Arcade
Reviewed Issue 8
FORCE 89

Parodius

Fun gameplay, excellent graphics and great tunes make this a real laugh— a bit easy though!
Shoot-'em-up
Reviewed Issue 4
FORCE 87

Phalanx

Unoriginal and frustrating gameplay saved only by clean, sharp graphics — one of a number of Japanese blasters.
Shoot-'em-up
Reviewed Issue 5
FORCE 74

Pipe Dream

A tricky one- and two-player puzzle game high on good graphics but short on thrills — poor sounds and playability bring the rating down.
Puzzle
Reviewed Issue 5
FORCE 74

Pilot Wings
Unbelievable graphics and scrolling make this one of the best flight sims around. Eight locations with lots of variation means you just can't stop yourself playing. The ultimate flying game!
Flight
Reviewed Issue 2
FORCE 96



Pit-Fighter
Awful conversion of the arcade fighting game. Two-player option but difficulty is way too hard
Beat-'em-up
Reviewed Issue 1
FORCE 36

Prince of Persia
Stunning graphics and backdrops with great animation and atmospheric music. Twenty levels of action and puzzles make this very addictive — excellent use of a password system!
Platform
Reviewed Issue 4
FORCE 92



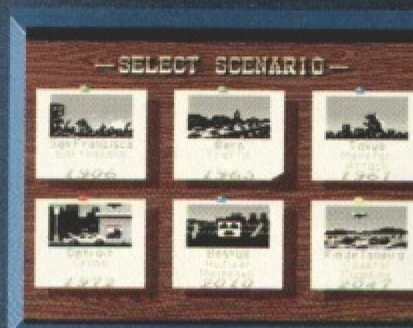
Q*Bert 3
Cool graphics but monotonous gameplay soon gets boring.
Puzzle
Reviewed Issue 8
FORCE 64

Rampart
Wall-building sim with below average graphics and poor sound — lacks depth and playability.
Puzzle
Reviewed Issue 7
FORCE 54

Road Runner: Death Valley Rally
Superb graphics, fun gameplay with great Warner Bros theme.
Arcade
Reviewed Issue 7
FORCE 89

Robocop 3
Above average backgrounds but bad animation and sprites, make gameplay far too frustrating.
Shoot-'em-up
Reviewed Issue 6
FORCE 48

Sim City
Excellent city-building sim with colourful visuals and addictive gameplay. Over 1,000 land-forms and three difficulty levels — you'll be playing for ages!
Educational
Reviewed Issue 3
FORCE 93



Sky Mission
World War One flying simulator with great graphics but frustrating gameplay.
Fight
Reviewed Issue 7
FORCE 77

Smart Ball
Masses of power-ups, colourful visuals and an enormous playing area in this cute platform adventure — very addictive but a little bit easy.
Platform
Reviewed Issue 2
FORCE 91



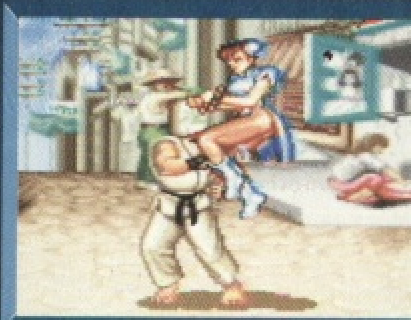
Sonic Blast Man
Active animation and colourful backdrops but too repetitive to provide a lasting challenge.
Beat-'em-up
Reviewed Issue 8
FORCE 68

Soul Blazer
Great looking but far too simple — brilliant graphics but repetitive gameplay
RPG
Reviewed Issue 7
FORCE 84

Spanky's Quest
Ball-bouncing arcade platform starring an ape — fun but limited lastability.
Platform
Reviewed Issue 5
FORCE 75

Spindizzy Worlds
A unique 3D puzzle game for advanced game fiends. Lots to do but gameplay can become frustrating.
Puzzle
Reviewed Issue 5
FORCE 82

Street Fighter II
The best beat-'em-up ever on the SNES! Huge 16-meg cart boasting awesome graphics — the only fault is the minor control problems.
Beat-'em-up
Reviewed Issue 2
FORCE 96



Strike Gunner
An action-packed blaster with sharp graphics.Lastability is let down by a wimpy difficulty setting!
Shoot-'em-up
Reviewed Issue 2
FORCE 79

Super Action Football
Unusual slanted perspective give this American footie sim a disorientating feel.
Sport
Reviewed Issue 7
FORCE 77

Super Adventure Island
Good graphics and a wicked soundtrack let down by frustrating gameplay.
Arcade
Reviewed Issue 3
FORCE 87

Super Bases Loaded
Sketchy baseball sim with an un-finished look to the graphics.
Sport
Reviewed Issue 3
FORCE 85

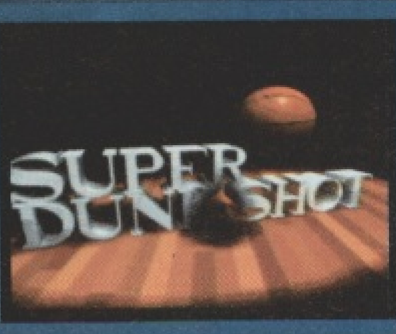
Super Battletank: War in the Gulf
A far too simple tank sim. Superb graphics pity the rest of the game isn't as good!
War sim
Reviewed Issue 3
FORCE 57

Super Bowling
A good four-player bowling sim fun with friends but boring on your own.
Sport
Reviewed Issue 5
FORCE 77

Super Cup Soccer
Easy to play one- and two-player soccer sim lacking variety.
Sport
Reviewed Issue 7
FORCE 72

Super Double Dragon
Graphics and FX are bland but gameplay is fun especially for two players.
Beat-'em-up
Reviewed Issue 7
FORCE 70

Super Dunkshot
A good basketball sim with amazing 3-D and Mode 7 graphics. Easy to play but not much shot or movement variation.
Sport
Reviewed Issue 4
FORCE 91



Turtles In Time
Great visuals with rockin' sounds.
Beat-'em-up
Reviewed Issue 4
FORCE 75

Wheel Of Fortune
A great multi-player game.
Puzzle
Reviewed Issue 6
FORCE 37

Zelda 3 : A Link to the Past
This great RPG game very easy to get into, very hard to get out of and even harder to finish.
RPG
Reviewed Issue 3
FORCE 93



Super Formation Soccer
Slick 3D footie sim with great graphics — moves are limited.
Sport
Reviewed Issue 7
FORCE 87

Super Kick Off
Football game with zillions of options — poor scrolling leads to frustrating gameplay.
Sport
Reviewed Issue 3
FORCE 76

Super Mario Kart
Mario's back in an incredibly-addictive karting game — limited for solo drivers.
Racing
Reviewed Issue 6
FORCE 88

Super Smash TV
Slick and sharp presentation with great sampling and music make this action-packed arcade conversion addictive as hell. Thoroughly recommended.
Shoot-'em-up
Reviewed Issue 1
FORCE 91



Super Star Wars
A top-notch game that is instantly addictive. Brilliant visuals, brilliant FX and it is so simple to play it's unbelievable.
Shoot-'em-up
Reviewed Issue 7
FORCE 95



NES REVIEWS

Action 52
Fifty-two games on one cart. Most are poor, but the odd one is okay.
Various
Reviewed Issue 8
NOT RATED

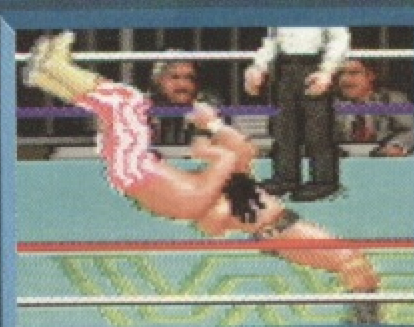
Super Mario World
Mario's first SNES adventure is packed with 96 levels to explore and tricky puzzles to solve. Cute graphics and good playability — recommended to everyone
Platform
Reviewed Issue 1
FORCE 95



Wing Commander
An excellent intergalactic fighting adventure with stunning visuals — a tough challenge.
Shoot-'em-up
Reviewed Issue 8
FORCE 84

Action in New York
Good graphics and speedy gameplay make this futuristic blaster a stunner.
Shoot-'em-up
Reviewed Issue 6
FORCE 85

WWF Wrestlemania
A great arcade conversion capturing all the thrills and spills of WWF wrestling. Tough at first with a lot of button prodding, but once mastered it's very enjoyable.
Sport
Reviewed Issue 1
FORCE 90



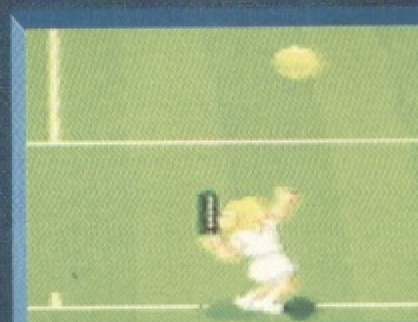
Super Off-Road
Race off-road trucks around indoor circuits plenty of levels but repetitive.
Racing
Reviewed Issue 1
FORCE 51

Super Swiv
Great graphics packed with detail but mega-tough gameplay and no continues is very frustrating.
Shoot-'em-up
Reviewed Issue 6
FORCE 78

Super Pang
Great gameplay but no two-player game. Highly addictive levels.
Arcade
Reviewed Issue 5
FORCE 87

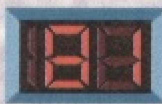
Super R-Type
Highly addictive space-age blaster.
Shoot-'em-up
Reviewed Issue 1
FORCE 87

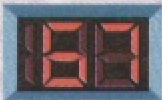
Super Tennis
Loads of options to choose from including an excellent two-player mode. With good graphics and above average FX, this tennis sim is very addictive and very realistic.
Sport
Reviewed Issue 1
FORCE 92



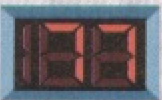
Barbie
Gawky characters and awkward levels.
Platform
Reviewed Issue 5
FORCE 34

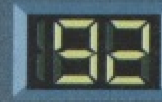
Big Nose the Caveman
A cute game, but just too repetitive.
Platform
Reviewed Issue 1
FORCE 82

Blues Brothers
Challenging but lightweight platformer with good graphics and brilliant music.
Platform
Reviewed Issue 8
FORCE 

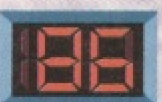
Castellian
Originally called Nebulus on PC — frustrating puzzler lacking variety.
Puzzle
Reviewed Issue 2
FORCE 

Castlevania III : Dracula's Curse
Third instalment of popular series with good graphics and solid gameplay.
Arcade
Reviewed Issue 4
FORCE 

Darkwing Duck
Unoriginal and easy Disney game. Good visuals but not enough challenge.
Platform
Reviewed Issue 4
FORCE 

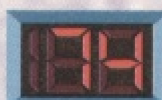
Dizzy: Fantastic Adventures of
A speedy puzzler with some nice visuals and FX. The gameplay is very addictive and less tedious than before.
Puzzle Platform
Reviewed Issue 6
FORCE 

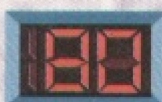


Dragon's Lair
Very tough arcade conversion with good graphics — experts only.
Arcade
Reviewed Issue 1
FORCE 

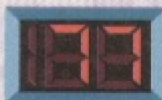
Dynablaster
Plant bombs to blast opponents — average graphics but fun for two.
Arcade
Reviewed Issue 8
FORCE 

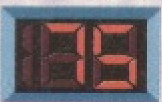
Elite
A tough and challenging space adventure — two-player control option is fantastic!
Arcade
Reviewed Issue 8
FORCE 

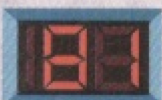
Gold Medal Challenge '92
Multi-event Olympic sim — fun with friends, but tiresome for one.
Sport
Reviewed Issue 5
FORCE 

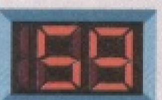
Hammerin' Harry
A dash 'n' bash platformer lacking variety — too easy for experienced players.
Platform
Reviewed Issue 6
FORCE 

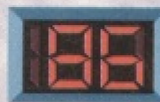
Hook
Nice visuals but boring gameplay make this film-tie in disappointing.
Arcade
Reviewed Issue 1
FORCE 

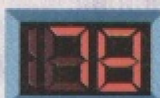
Joe & Mac: Caveman Ninja
Multi-layer parallax scrolling and a multitude of colour drenched backdrops make this stone-age stormer a real hit — two-player mode is a great laugh!
Platform
Reviewed Issue 1
FORCE 

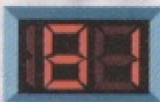
Krusty's Fun House
Strategy game starring the Simpsons with load of of levels — repetitive gameplay questions the lastability.
Puzzle
Reviewed Issue 6
FORCE 

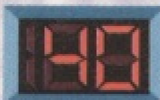
Lemmings
Save the suicidal rodents from themselves. Classic puzzle action but difficult controls make gameplay frustrating.
Puzzle
Reviewed Issue 7
FORCE 

Little Mermaid
Disney licence high on visuals short on gameplay — far too easy for the average game fiend!
Arcade
Reviewed Issue 3
FORCE 

Micro Machines
Mini vehicles race around a variety of circuits. Highly additive with an exiting two-player option.
Racing
Reviewed Issue 2
FORCE 

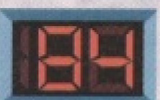
Mig 29 Soviet Fighter
Take to the skies in this airborne blaster. Detailed backdrops, thumping tunes and various missions ensure high lastability.
Shoot-'em-up
Reviewed Issue 2
FORCE 

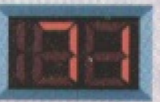
Monster in my Pocket
A great introduction to slash and bash, but with only five levels it's a little bit easy.
Arcade
Review Issue 2
FORCE 

North and South
Poor battle sim easy to play and just as easy to forget. Nice idea, but bad execution.
Puzzle
Reviewed Issue 5
FORCE 

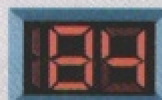
Paperboy 2
Ride your bike and deliver papers in this poor arcade conversion.
Arcade
Reviewed Issue 4
FORCE 

Parasol Stars
Sequel to Rainbow Islands. Bubbly graphics and bouncy tunes but difficult playability is frustrating.
Arcade
Reviewed Issue 7
FORCE 

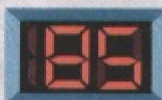
Prince of Persia
An addictive, tricky and above average platform beat-'em-up.
Platform
Reviewed Issue 8
FORCE 

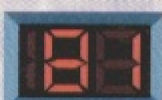
Prince Valiant
A tough medieval fighting game — dodgy controls make it annoying.
Beat-'em-up
Reviewed Issue 7
FORCE 

Quattro Adventure
A compilation of four average games for the price of one. A bit bland but good fun.
Platform
Reviewed Issue 2
FORCE 

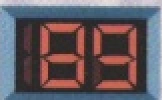
Rodland
Good animation and graphics make this platform puzzler very addictive — soon becomes samey.
Arcade
Reviewed Issue 6
FORCE 

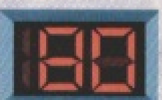
Roundball 2-on-2 Challenge
A fun basketball sim with good playability — one-player option is limited.
Sport
Reviewed Issue 5
FORCE 

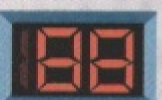
Spiderman : Return of the Sinister Six
Tricky controls make this Spidey adventure a bit frustrating to start. Great graphics and moody FX.
Platform
Reviewed Issue 5
FORCE 

Street Gangs
A fun-packed beat-'em-up with great gameplay, especially in two player mode — dodgy sprite collision is frustrating.
Beat-'em-up
Reviewed Issue 6
FORCE 

Super Turrican
Fast graphics and gameplay make this a tough but fun blaster.
Shoot-'em-up
Reviewed Issue 7
FORCE 

Tiny Toons Adventure
An addictive adventure starring the great Warner Bros characters.
Platform
Reviewed Issue 2
FORCE 

Tom & Jerry
A standard platform adventure with heaps of cartoon-style fun.
Platform
Reviewed Issue 5
FORCE 

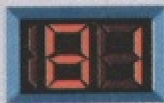
Trog
An addictive two-player maze game with loads of levels — very playable.
Puzzle
Reviewed Issue 1
FORCE 

Ultimate Stuntman

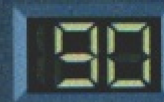
Action packed with a variety of levels — lack of originality questions lastability.
Shoot-'em-up
Reviewed Issue 2
FORCE



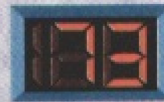

Addams Family

Good but repetitive gameplay provides a testing challenge — badly-defined graphics!
Platform
Reviewed Issue 6
FORCE


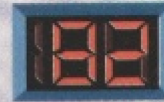
Babs Big Break in Tiny Toons

A brilliant conversion of the NES game starring all the Warner Bros characters. Excellent graphics and brilliant playability — super!
Platform
Reviewed Issue 1
FORCE


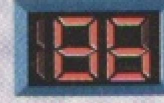
Bart vs The Juggernauts

A tricky game to get into with difficult events —the difficulty level will put most off.
Arcade
Reviewed Issue 5
FORCE


Batman II: Return of the Joker

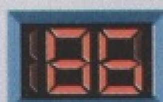
Great film licence with stunning visuals and funky tunes — only four levels!
Platform
Reviewed Issue 2
FORCE


Battletoads

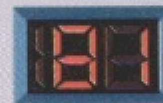
A tough scrapper with good scrolling and well- defined sprites — a real tough challenge.
Beat-'em-up
Reviewed Issue 1
FORCE


Bettlejuice

Highly-addictive with good variety, brilliant animation and clear sprites — needs a few more levels.

Arcade
Reviewed Issue 1
FORCE


Blues Brothers

Good conversion of SNES and NES platformer — good sounds.
Platform
Reviewed Issue 3
FORCE


Bomb Jack

Good conversion of classic arcade title. Defuse bombs and avoid enemies.
Arcade
Reviewed Issue 8
FORCE


Castellian

Fun for a while but gameplay is very frustrating with little variety.
Puzzle
Reviewed Issue 2,
FORCE

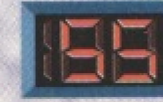

Centipede

Conversion of early '80s blast-'em-up. Addictive arcade action but nasty graphics.
Shoot-'em-up
Reviewed Issue 1
FORCE

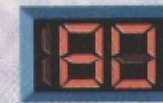

Dragons Lair

A serious but difficult challenge with excellent graphics.
Platform
Reviewed Issue 2
FORCE


Dynablaster

Unoriginal pacman clone with little variation in gameplay.
Arcade
Reviewed Issue 2
FORCE


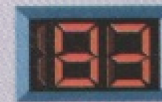
Ferrari Grand Prix Challenge

Good graphics, excellent presentation and addictive gameplay.
Racing
Reviewed Issue 5
FORCE


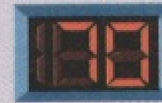
Fist of the North Star

The dire graphics and sound are enough to put most people off — look elsewhere.
Beat-'em-up
Reviewed Issue 4
FORCE

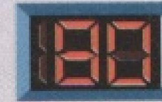

Gradius: The Interstellar Assault

Good space-age blaster with loads of options. Infinite continues and only five stages — too easy!
Shoot-'em-up
Reviewed Issue 1
FORCE


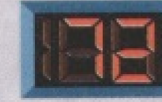
High Stakes Gambling

Simple but basic gambling game with a variety of different games to choose from.
Sport
Reviewed Issue 4
FORCE


Hudson Hawk

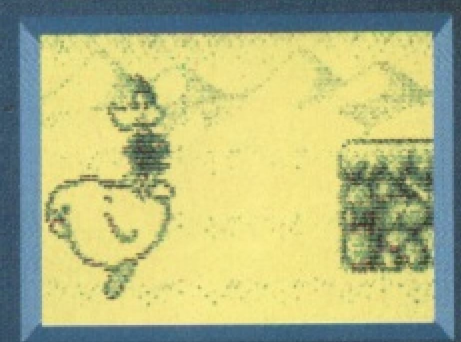
This film spin-off is great fun to play, but with only three stages it is far too easy to complete.
Platform
Reviewed Issue 4
FORCE


Jordan Vs Bird

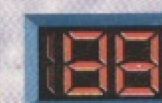
Three styles of basketball game — 3-point shooting, Slam dunk compo and one on one — but no full match option — disappointing!
Sport
Reviewed Issue 1
FORCE


Looney Tunes

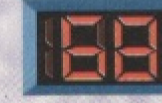
A superb licence from Warner Bros featuring the stars of the popular cartoon series. Non-stop fun from start to finish — recommended to everyone.
Platform
Reviewed Issue 8
FORCE

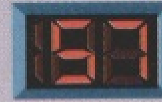
Mario & Yoshi

A Tetris-style game based on matching halves of Yoshi eggs.
Puzzle
Reviewed Issue 3
FORCE


McDonaldland

Standard platformer — nothing new.
Platform
Reviewed Issue 7
FORCE


Mickey's Dangerous Chase

Disappointing Disney/Capcom collaboration. Above-average graphics but far too easy to finish.
Platform
Reviewed Issue 4
FORCE


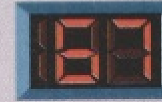
Missile Command

Classic arcade action with 16 levels and two-player option — gameplay lacks variety.
Arcade
Reviewed Issue 2
FORCE

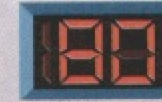

Mouse Trap Hotel

Slightly above-average platformer lacking depth and immediacy.
Platform
Reviewed Issue 8
FORCE

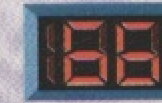

NBA All-Star Challenge 2

Frustrating — but well presented — basketball sim. Unless you're a real fan, you'll soon get fed up.
Sport
Reviewed Issue 3
FORCE


Pac-Man

Instantly-addictive conversion of the early '80s arcade hit. Basic graphics, and visuals can get a bit tedious but the addictive gameplay more than makes up for it!
Arcade
Reviewed Issue 2
FORCE


Parasol Stars

Enjoyable but lightweight sequel to Rainbow Islands. Above-average graphics let down by irritating gameplay.
Arcade
Reviewed Issue 8
FORCE


Pit Fighter

Hard-hitting beat-'em-up let down by sketchy graphics — lack of continues is frustrating.

Parodius

Brilliant conversion of spectacular SNES blaster. Gorgeous graphics, lots of jolly tunes and great gameplay — one of the best GB titles around!
Shoot-'em-up
Reviewed Issue 4
FORCE 91



Beat-'em-up
Reviewed Issue 3
FORCE 70

Pop Up

Addictive ball-bouncing puzzler with 100 levels but basic graphics.
Puzzle
Reviewed Issue 6
FORCE 79

Prince of Persia

Amazing animation, challenging puzzles and 12 tough levels — great fun!
Platform
Reviewed Issue 1
FORCE 87

Rodland

A fun fairy-style romp with lots of cute sprites and plenty of detail — lack of continues is annoying.
Arcade
Reviewed Issue 6
FORCE 84

Simpsons: Bart Vs the World

Addictive platformer with tricky sub-games.
Platform
Reviewed Issue 1
FORCE 73

Spanky's Quest

A sub-standard conversion. Easy in parts, but just too difficult in others — frustrating.
Arcade
Reviewed Issue 5
FORCE 65

Speedball 2

Futuristic and violent sports game with beat-'em-up influence. Good, fast with smooth visuals.
Sport
Reviewed Issue 8
FORCE 79

Star Trek 25th Anniversary

Average digitised graphics, tiny sprites and repetitive gameplay — for Trekkies only!
Shoot-'em-up
Reviewed Issue 1
FORCE 46

Star Wars

Good conversion with lots to explore and infinite continues — very challenging in later levels
Shoot-'em-up
Reviewed Issue 6
FORCE 79

Super Hunchback

A challenging and addictive arcade conversion. Slick and smooth graphics with fantastic catchy tunes guarantee many happy hours play.
Arcade
Reviewed Issue 7
FORCE 89

Super Mario Land 2: Six Gold Coins

Sequel to classic GB Mario adventure with excellent graphics and backgrounds — shame it's so easy!
Platform
Reviewed Issue 8
FORCE 87

Super Off Road

Awkward controls and repeated tracks won't keep you playing this truck-racing game for long.
Racing
Reviewed Issue 6
FORCE 42

Super R.C. Pro-Am

Excellent remote controlled racing sim. Plenty of new tracks and add-ons ensure hours of fun.
Racing
Reviewed Issue 3
FORCE 89

Terminator 2: Judgment Day

Action-packed gameplay interspersed with challenging puzzles — a tough challenge.
Shoot-'em-up
Reviewed Issue 1
FORCE 83

Tip Off

Basketball sim with superb graphics and loads of options — needs a two-player mode.
Sport
Reviewed Issue 6
FORCE 82

Tom & Jerry

Slapstick action for cartoon lovers only. Only ten levels and frustrating control system.
Platform
Reviewed Issue 8
FORCE 79

Toxic Crusaders

A violent but addictive challenge, easy to control with loads of power-up's. Good animation and FX add to the atmosphere.
Beat-'em-up
Reviewed Issue 7
FORCE 76

Track Meet

Good multi-event sports sim great for two players but limited for one — too easy.
Sport
Reviewed Issue 3
FORCE 80

Turn and Burn

A die-hard flying sim strictly for fanatics. Good graphics but the complicated controls are almost impossible to master.
Flight sim
Reviewed Issue 3
FORCE 60

Wave Race

Unusual jet-ski game with novelty value but not much else.
Racing
Reviewed Issue 4
FORCE 52

World Circuit Series

Great Grand Prix racing sim with 16 tracks, slick graphics and the usual whining car FX.
Racing
Reviewed Issue 2
FORCE 83

WWF Superstars

Good looking, easy-to-play wrestling game seriously lacking depth — repetitive in one player mode.
Sport
Reviewed Issue 5
FORCE 74

Xenon 2

Space-based shoot-'em-up noted for its excellent Bomb The Bass soundtrack — nothing new !
Shoot-'em-up
Reviewed Issue 7
FORCE 69

That's it for May's *FULL FORCE* round-up. Next month we'll be doing it all over again (aaargh!)

RESET

We would like to apologise to all readers who have written in to complain that we don't have a whole action-packed page for our NEXT MONTH wibble. After all — it would seem — a magazine just isn't the same if it doesn't have a whole page dedicated to telling you what won't be in the next issue (because the games are bound not to arrive in time!). What will be in N-FORCE next month? — can't tell ya — we're outta space!

13th May

WARNING:
There is a subliminal message hidden on this page.

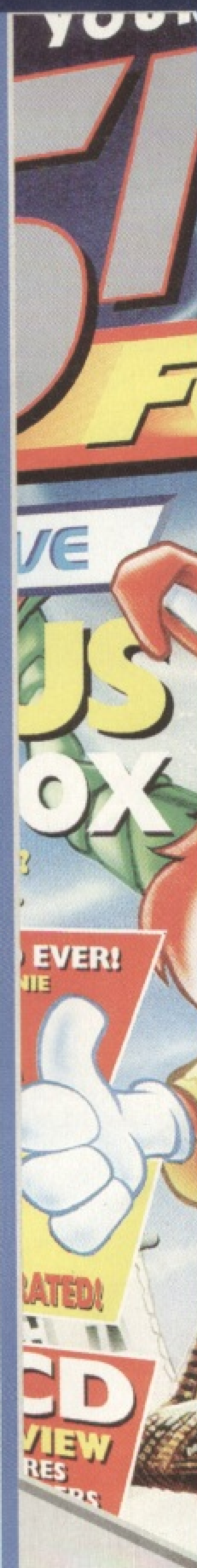
Buy the next issue of N-FORCE.

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AUTHORISED PERSONNEL ONLY



FIND OUT HOW WE'RE GOING TO BRING YOU MORE NES MORE SNES AND MORE GB - NEXT MONTH

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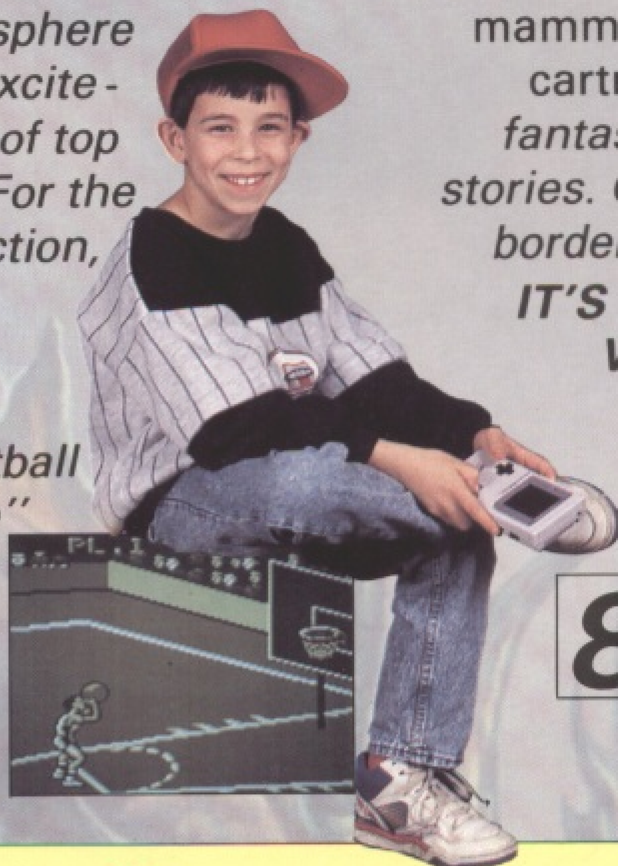
TIP OFF

"BRILLIANT!"

"Retains all the atmosphere and excite-ment of top ua y basketball. For the est n basketball action, he: out Tip Off. Tunes are a delight. Best basketball game todate"

N. Force

82%



THE BATTLE OF OLYMPUS

An arcade adventure of mammoth size. 2 M. Byte cartridge. *"A wealth of fantastic characters and stories. Graphically it often borders on spectacular.*

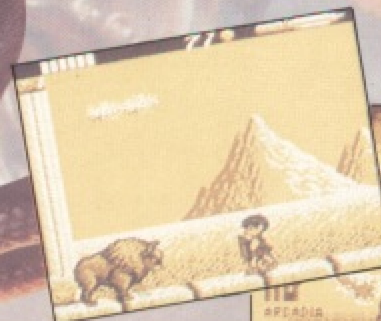
IT'S GOT TO BE A WINNER."

G.B. Action

87%









eash the Power!

POPULOUS

An ultimate role playing game, you are God. 00 different worlds vait your conquest. *ng osses you in sc ntillating enario right m he off".*

3. Action

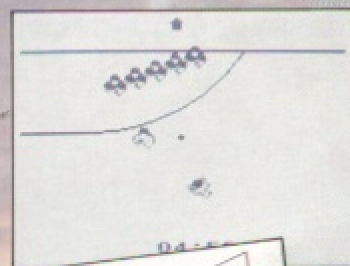
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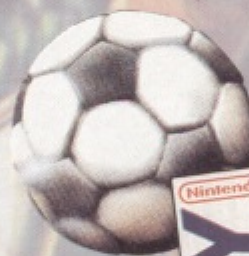


KICK OFF

Kick Off has enthralled millions of game enthusiasts right across Europe, winning countless awards including the **EUROPEAN GAME OF THE YEAR AWARD.** Now the Gameboy owner can savour its flavour and thrills.





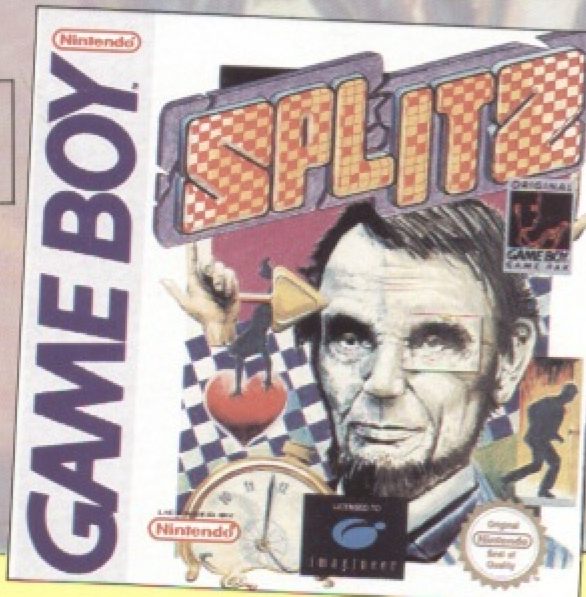


SPLITZ

A puzzle game against the clock. *"I have never found a puzzle game which I have liked but finally one has arrived".*

G.B. Action

85%





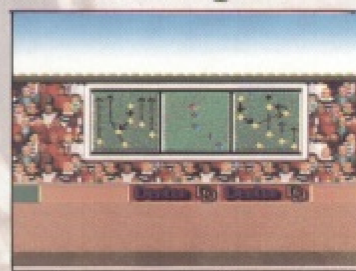
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WORLD CLASS RUGBY



Join the pack as 16 nations to battle it out for the World Championship. Use your strength in the scrum or your speed on the wings to score a try. Feel the thrill of rising adrenalin when you tackle, drop kick, convert, drop out as 3D perspective brings the action on the pitch to life. Full of options like change team names, player names, kit design etc. Instant ACTION REPLAY to savour the moments of glory or defeat.

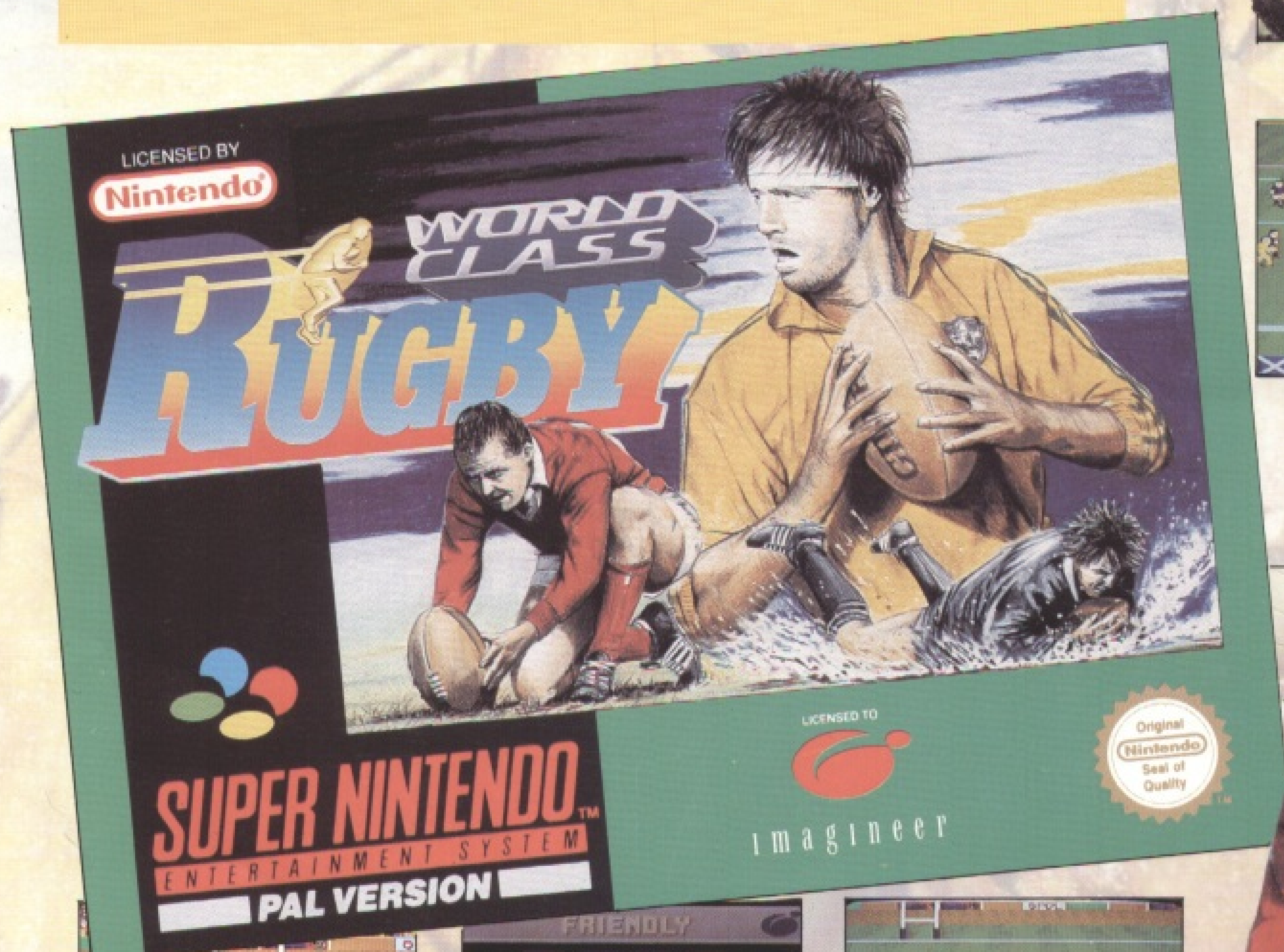


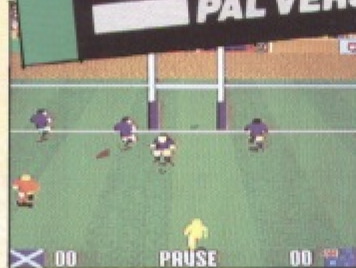


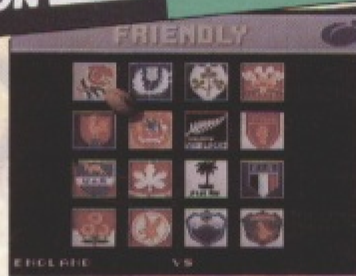
3D ACTION















WORLD CLASS RUGBY



SUPER NINTENDO
ENTERTAINMENT SYSTEM



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